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1995 Collectible Card Game Preview

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February 1995 # 4
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February 1995

Number Four

SCRYE

GUIDE TO COLLECTIBLE CARD GAMES

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SCRYE • Issue 4 • SRY 4004

SCRYE Magazine is published by: Scrye, Inc. 30617 U. S. Hwy 19 North, Suite 700, Palm Harbor, FL 34684, United States of America. Tel. (813) 785-2113
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Distribution: SCRYE Magazine is distributed in the United States and Canada by SCRYE, Inc., 30617 US Hwy 19 North, Suite 700, Palm Harbor, FL 34684. (813) 785-2113 or (905) 893-0112 FAX (813) 784-4878, or (905) 893-2795.

Submissions: All material published in SCRYE Magazine becomes the exclusive property of the publisher, unless special arrangements are made prior to publication. SCRYE Magazine welcomes unsolicited submissions of articles and art. The publisher assumes no responsibility for any submissions, but will make its best efforts to return any unpublished works if the submission is accompanied by a self-addressed stamped envelope large enough to accommodate it. Submissions can also be made to the scrye-1@wizards.com development list. For more information send email to scrye-1@wizards.com

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Forever awake...

The card market, which has so predictably expanded over the last year, has far exceeded most observers expectations — including my own. We've grown in size and format to accommodate the demands of the vast secondary market and the influx of new products. I hope you like our new face, you will be seeing us monthly now until further notice. With over ten games coming out in the next five months, it is going to be an adventure making sure we get the most up to date and accurate information to you regularly... but that is my mission, even at the wee hours of the morning.

Let me know if you want to see a difference... I really listen to the comments we get on SCRYE. This magazine is truly dedicated to its readers — independently. SCRYE is also loyal to the retail store, who cares about their customer base. I'll remind you that SCRYE'S Price Guide is formed by information reported to us by retail stores only, we do not accept prices from National Mail Order Houses, Internet Sales or Auctions.

A few last words for the holiday season: Trade before you buy and Play before you collect — remember we are dealing with a paper commodity that is printed on un PH balanced paper. The cards are really just cards... price is determined by demand. Just be aware that the cards you collect today, may some day be utterly worthless. On the other hand, that alpha black Lotus may be the next Mickey Mantle card or Superman comic.

Above all, try and remember that Magic: is a game and games are meant to be played.

Until the apple drops...

on the cover

Ed Beard, Jr's brilliant piece for Wizards of the Coast's Fallen Empires adorns the cover this issue. Ed is really excited this month about the launch of his long-awaited card series Flight's of Fantasy from Destini Productions. Ed has worked years setting the theme and creating the art for his card series. Already the feedback he is receiving is overwhelming—before the cards are even out! Beyond the many Wizards of the Coast cards which Ed has done for Legends, The Dark, Fallen Empires and Jyhad, the upcoming Galactic Empires series displays Ed's mastery of art direction as well as some of his latest work. Ed is also presently heading up the art direction for CyberRealms' Shattered Realms, so you can expect to see much more of him in the near future. For more information on Flights of Fantasy you can contact Ed at: (401) 735-4911. Ed also has Limited Edition prints of his work available for sale.

Dear Editor (Editrex?),

I want to thank Scrye magazine for its accuracy and objectivity. I feel that the latter is especially important in any magazine which publishes price lists. Recently another magazine that publishes price lists came out with its premier issue. It is a visually stunning, full glossy color magazine, but it has a hidden problem — it's published by a company that sells cards as its business.

Many of its prices were unreasonably high, both in comparison to Scrye's prices and in comparison to actual retail prices that I've seen in stores. This has to make you wonder if the prices they're giving are objective—or what they want to get for the cards they sell.

I don't have that worry with Scrye, because neither Scrye nor its parent company sells trading cards, and I just wanted to let you know that I appreciate it. Keep up the good work!

— P. Waterman

Other Magazines/Price Guides with a conflict of interest do present a problem. It is unfortunate when a publication presents itself as an objective source of information and is in fact biased in some way. I hope that your letter will educate readers to look for price guides which perhaps are being published with ulterior motives. You can rest assured that SCRYE and its staff do not participate in the card trade, we merely observe it and report on its trends. Thanks for keeping us informed. We will continue to support and represent the local retail stores. If you ever have any questions or concerns, regarding the pricing in SCRYE, please feel free

to contact me. Thanks for your report!

Hi,

I just thought I'd write again to tell you that your magazine is truly wonderful. At my school, a fair number of young, naive children have started playing Magic.

Unfortunately, these children were getting ripped of by the older players who would quote them false prices and make a huge profit. Then several of them bought your magazine, made some xeroxes of the price guide, and since then very few older players have been seen trading. However, the newer players have been saved a lot of grief and loss because of it.

On a totally different issue, I sold my 900+ collection of

Magic cards and bought Jyhad. I strongly recommend you recommend Jyhad in #4 for those players who have grown bored of Magic and who find it too simple. I find it a much more intellectual and challenging game, as opposed to Magic, which quickly becomes a bore. Only when you have a very powerful deck does the game take on a semblance of strategy and something larger than a boxing match. Unless you spend a lot of money on the game, it is very similar to two people just exchanging blows.

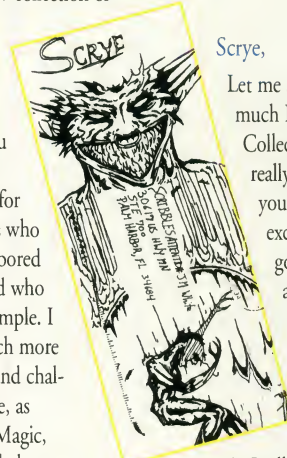
However, I do have a suggestion for really cool deck. A net-

ting imp, Sorceress Queen, and Royal Assassin. Take the imp and make a creature attack you. Use the queen to make it 0/2 and take the damage, and then use the Royal Assassin to destroy it when it's tapped. The only defense against this is a Maze of Ith.

The only deck that works well with a Lord of the Pit is a Black/White deck (commonly called a Michael Jackson deck "It's Black, It's White. hehe) If you have a Circle of Protection Black, you can use it to redirect the damage done to you by the Lord, and then not have to sacrifice anything.

Well, that's all for now. Send you more cool ideas as soon as I get them. Bye. Sincerely,

— Jonathan Kratter



Scrye,

Let me start by saying how much I enjoy your magazine. Collectible card gaming is really exciting and I think your mag captures the excitement. Well, I'm going to stop kissing up and get to the real reason I am writing.

About one month ago, I stopped at a comic book/card stores.

As I talked with the owner I found out about the new Star Trek: The Next Generation card game and placed a preorder for 5 starter decks and 10 boosters. A few weeks later I called to find out if the cards had come out. When I found out that it would be a bit longer. I told the owner I would like to make my order a whole box of Boosters, not 10 packs.

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One of my friends told me he saw the cards at the store about two weeks after I had called. I then called the store and asked why they had not called me to pick up the box and I was told that there was no order placed. After 10 minutes of arguing with the owner, he told me "Oh, I put that order in the Ravenloft section". He then told me, "I don't have anything on here about a full box." Then he said he wouldn't sell me anymore than the 10, I originally ordered, for the \$2.95 per pack price. His reason was that he had jacked up the price to \$3.95 per pack to rape anxious collectors.

By now you might be asking what store might do this to its customers... well, luckily I found a store closer to me with the cards and that store sold the cards for the real price... so the moral of the story is, watch out for rapists in the market.

— S. Walsh

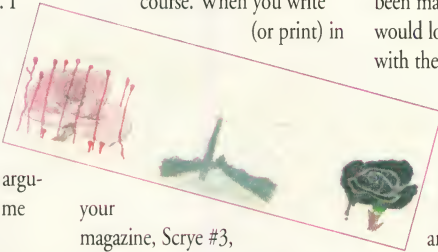
P.S. Please print this for other victims. I'm sorry you have had such a bad experience. I truly wish that all the retailers reading Scrye will take your letter to heart. Customer Service is the most important aspect of business and any retail store owner worth their salt should have not let you leave their store without your satisfaction. Caveat Emptor.

Dear Scrye,

I want to react to some very hostile attitudes to the Spellfire card game. Let us be short, clear and to the point.

The dealers who express negative opinions for that game are

clearly not objective about it. There are several reasons, of course. When you write (or print) in



your magazine, Scrye #3, something like "when they found it would feature some Ravenloft artwork, they made noises akin to vomiting" (sic), the IQ of that person and the responsible editor are vaguely above the card stock they are playing with. If I were TSR, I would drop the Book Trader store, responsible for such garbage, completely, as a customer.

There are two arguments used against Spellfire and NONE hold any ground. The fact that TSR used art from their roleplaying game is to me an advantage. I cannot see ANY card from the complete Magic range which can match the art in cards like the RIKUS card or several hundred others from the Spellfire game. For those who are willing to argue, I put exactly 112 people to the test. They each could select between the art on the Spellfire cards and the Magic cards (including The Dark). Ninety-six of them said that the Spellfire range had better art, six did not care at all and ten preferred the art of the Magic cards. Of those ten, exactly seven owned Magic as a game... only twelve of the tested people played the aforementioned card games... so?

I rather prefer a reproduction of a good known character like

RIKUS (Dark Sun) which I think 3 branches of a tree could have been made by a 7-year old. I would love to have a card game with the most beautiful art reproductions. And what about the Star Trek card game... they even use photos of the series!

As it now stands, I am willing to bet that in the next twelve months, not ONE card game company will match the art on the SPELLFIRE cards. Just because it is not feasible to paint all those treasures that TSR made available in the last five or six years.

The second argument is that Spellfire is not as good a game as Magic. It all depends. The flow of the cards in Spellfire is much faster than Magic (3 draw per turn), so indeed, luck plays a lesser role. So, the choice of your cards is more important than the luck of getting the right card on time. With over 650 Spellfire cards now available and only 55 permitted in a deck, the player has a choice for strategy HE controls and he is not as dependent on the drawing of the deck.

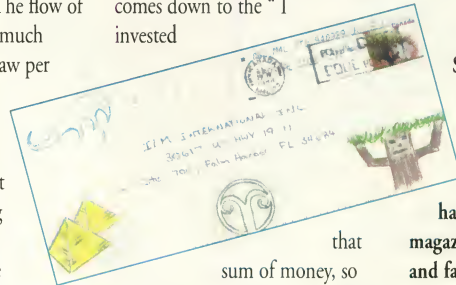
The conclusion. Well, of course there are other arguments for those "Spellfire haters" and they are much less noble. First, there is the lovehate relationship between dealers and TSR. TSR was a world unto its own. Dealers had to listen or they could not even become a TSR shop. With the Magic bandwagon rolling, it would be foolish to let big brother hurt the newcomer (and newest

money-maker) with a product that could only complicate the very keen marketing exploitation of all new card freaks and putting them all behind ONE bandwagon.

Magic is a great game and I am sure it will last one more year, however, what will the dealers say if they have to stock 24 other card games, with a very unstable following? Well, they will be following the money-maker and drop even Magic in a matter of months, if it is necessary.

The lesson?

The question is, what will the gamer be doing after Magic, now that he is shunning the products from other companies. It all comes down to the "I invested



that sum of money, so do not touch my kingdom" effect. My computer is better, my car is better etc... foolish arguments (anyone who remembers the Apple/Radio Shack computer discussions in the late seventies) which hurt the hobby as a whole.

If anyone is interested, I play four collectible card games at this time: Magic, Spellfire, Star Trek and On The Edge. I only collect one, but I refuse to give silly prices. Magic was the first, but certainly not the best to come.

As matter of fact, I would like to say to TSR that through their Spellfire product I am much more interested in roleplaying than

before. I was one of those wargame guys who still found it difficult to accept that TSR swallowed the old SPI wargame branch. the combined art in Spellfire and the compactness of all the worlds unite in that game, convinced me to experiment with roleplaying.

A whole new world opened up to me. the ore I play Spellfire or Magic, the more I am addicted to roleplaying in the world of Rikus. After all, what's a short card game compared to a real adventure.

I would like the people who do not share these opinions, respect altogether the tens of thousands of Spellfire-gamers and collectors.

— B. Bosmand

Mechelen, Belgium

Spellfire is a very underrated game. It is nice to hear from a fan who appreciates all the collectible card games. (changing hats...) As editor of Cryptych magazine, a RPG, science fiction and fantasy magazine, I'm very happy to hear that your interest in collectible games has given you the opportunity to play RPGs too. Thank you for writing to us, its especially nice to hear opinions from overseas.

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Psst... over here... yeah... I have some secrets for sale... two-bit information, for next to nothing... interested?

Over the next couple of months we are bound to see a lot of new faces in the collectible card industry.

The **Magic: The Gathering** success story that has been heard far and wide has made quite an impression. The Collectible Card Game industry has expanded to include two new games and an expansion since last issue. **On The Edge, Star Trek: The Next Generation** and the **Fallen Empires** expansion have landed into eager hands. We now have to wait and see how the secondary market is affected.

The next wave is on the horizon... December brings us **Companion Games' Galactic Empires** Primary Edition with all new art and design (artists include Ed Beard Jr., Melissa Benson, Jeff Menges, NeNe Thomas, L.A. Williams), **Heartbreaker's Doomtrooper** (with its truly spectacular art), **Towers in Time** a novel fantasy game from **Thunder Castle Games** and the long awaited **ILLUMINATI: New World Order** from **Steve Jackson Games**.

Edward Beard Jr's **Flights of Fantasy** card series is out in December too. This first release from **Destini Productions**, has an innovative rule system and storyline, which makes it a cross between trading cards, a card game and a graphic novel... Watch for his special Gallery series with special guest artists!

Cardz Distribution are planning on releasing their first Collectible Card Game in December or January. The game is called **One on One** and

allows players who play with cards shaped like pogs to build a dream NHL team of players of their choice.

The New Year brings us **U.S. Games Systems' Wyvern**. Wyvern has special gold and silver Wyvern cards which can be redeemed for up to \$250.00 — Willie Wonka anyone?

SimCity is due out at the end of January. The press run for the first edition is set at 20 million cards and there are approximately 515 cards in the set, that should be a collector's nightmare. Specially designed chase cards could be bought from **Mayfair** by industry members (manufacturers, retail stores, distributors, etc.) at the rate of \$100/1000, so true collectors, will have quite an adventure getting all of them. Some of the industry magazines bought cards, so you can expect to see them popping up in polybags shortly... although not in SCRYE.

Star of the Guardians from **Mag Force 7** is on its launch schedule for the beginning of February. **Blood Wars**, based on TSR's Planescape world is due to ship out in late February...

Beyond That?

Daedalus Games has just announced its entrance into the collectible card game market with a martial arts type game called **Shadowfists**, which they intend to release in May. The graphic design is being handled by Jesper Myrfors, the former art director of **Wizards of the Coast**, graphic designer of **Magic: The Gathering** and noted artist. Game design is being headed up by Jose Garcia and Robin Laws.

Other Projects in the works include: **Cardz Distribution's Julie Bell/Boris Vallejo Fantasy Card Game** (March or May release) and **Sabre Publications/Caliber Press' Power Cards**.

The **WotC/Microprose**

game is due out in the Summer of 1995.

Rumor Mill

Rumors, at this time, include: **Decipher** has signed the license with **LucasFilms** for a **Star Wars** collectible card game, in collaboration with **Parker Bros**. There are whispers wandering around that **Fleer** and **Marvel** are working on a cooperative project... The other big trading card manufacturers are finding collectible card games of potential interest — **Topps** and **Skybox** are both said to be thinking about entering the market. We are still waiting for inevitable press releases from **FPG** and **Freidlander**.

The chatlines are full of speculation as to whether or not there will be a follow-up expansion for **Jyhad**... It certainly seems to be under discussion. Late Breaking News: **White Wolf Game Studios** are said to be in the preparatory stages of launching their own Collectible Card Game in 1995... Stay tuned for details.

More Hot Tips...

From: **Kathy Ice**

I spoke with John Silbersack of **HarperCollins** this week, who cleared up a couple of Frequently Asked Questions on the Arena coupons:

HarperCollins is accepting photocopies of the coupon for customers in the US and Canada. Overseas customers can redeem their coupons by sending the original coupon (no photocopy) and a receipt to **HarperCollins**. They should also send a self-addressed envelope and an International Reply Coupon, available from most post offices.

Also, please note that the envelope you send is the envelope you get back. If you want extra protection (padding, cardboard, etc.) for your cards, then you need to send it in with your SASE. Be sure to include enough postage.

ALREADY RELEASED

Atlas/Trident: **On The Edge**
 Card Sharks: **Super Deck!**
 Companion Games: **Galactic Empires**
 Decipher: **Star Trek: The Next Generation**
 TSR: **Spellfire**

Spellfire Expansions:

- ▷ Ravenloft
- ▷ Dragonlance

Wizards of the Coast: **Magic: The Gathering**

Magic: The Gathering (Italian Translation)

M: TG Expansions:

- ▷ Arabian Nights
- ▷ Antiquities
- ▷ Legends
- ▷ The Dark
- ▷ Fallen Empires
- ▷ Jyhad

New!

Magic: The Gathering Fiction

Retail Price: \$4.99 US / \$5.99 CAN

Release Date: December 1994

Title: **Whispering Woods**

Author: Clayton Emery

Wizards are nothing but trouble. Just ask Gull — he works for one. Under ordinary circumstances, Gull would have laughed when the wizard offered him a job. But with his village destroyed and a half-wit sister to look after, what choice did he have? But between the brawls, the magic battles, and that strange artifact, a guy couldn't find the time to catch his breath. That's when Gull's sister started to gather her wits, and things really got interesting.

Wizards of the Coast is pleased to announce the second book in their fiction line, published in cooperation with **HarperCollins, Inc.** **Whispering Woods** is the first book in a trilogy by Clayton Emery; the last two books will be released in 1995. **Whispering Woods** will include a coupon that can be redeemed for a free special-edition **Magic: The Gathering** card.

For Immediate Release

November 17, 1994

WJ Games Celebrates ILLUMINATI: NEW

WORLD ORDER (INWO)

release with a Card Giveaway. **ILLUMINATI: NEW WORLD ORDER** is going to be the biggest release in the 15-year history of the company. The trading card game will ship to distributors on **Dec. 5** as promised — over **23 million cards** worth. "It's been a Herculean effort on everybody's part," INWO designer Steve Jackson said. "Artists, our in-house production team, playtesters, the printers and collators, everybody put out a maximum effort."

To celebrate this major release, Steve Jackson Games has announced a **free giveaway of 10,000 rare INWO cards** through the mail. Send us a long stamped-self-addressed envelope with 52 cents US postage (or two International Reply Coupons for mail outside the US) to:

INWO CARD OFFER, Steve Jackson Games, PO Box 18957, Austin, TX 78760-8957.

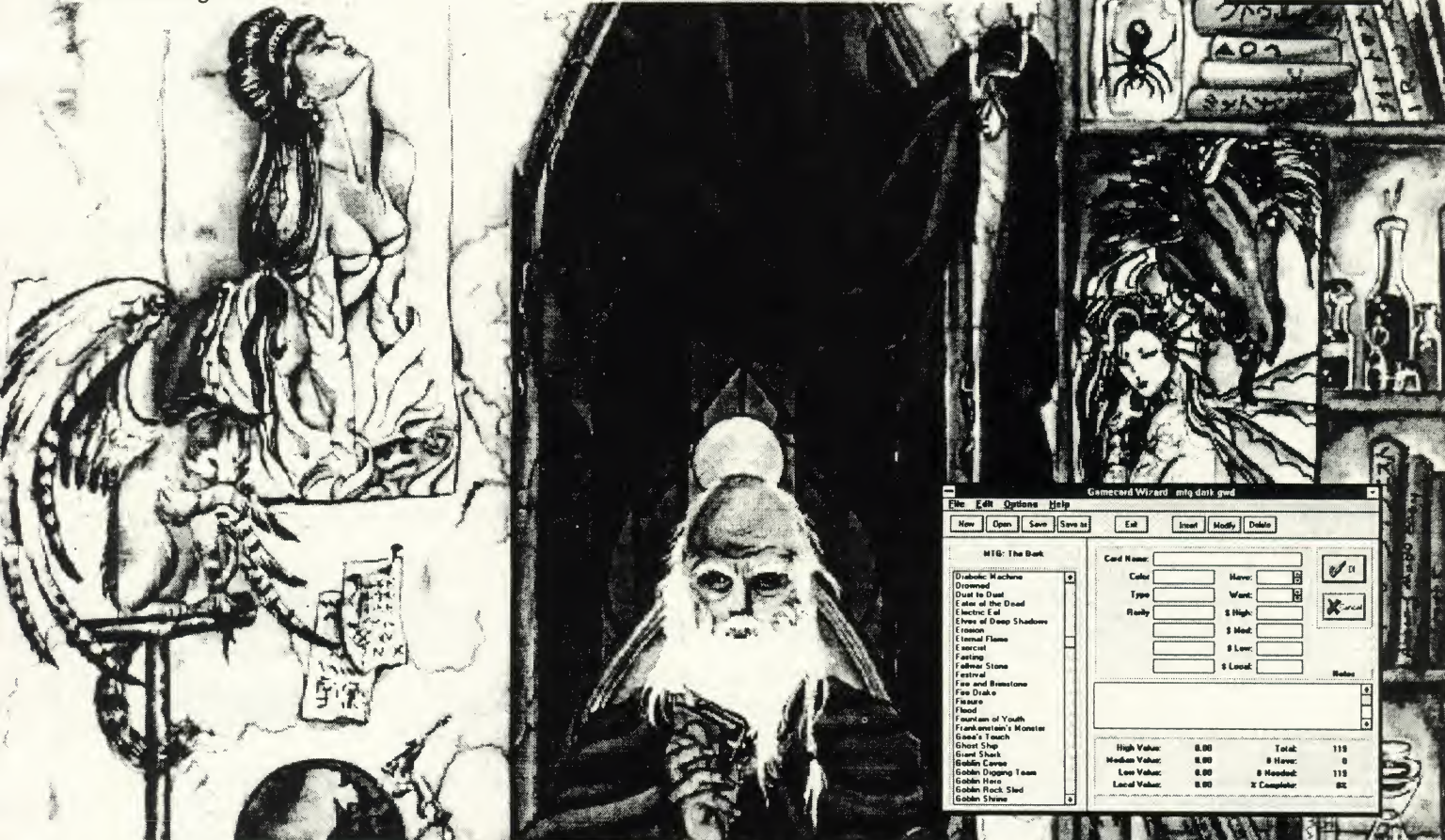
This offer is limited to a single card per name or address. This offer is being publicized on the Internet, as well as **PYRAMID** and other game industry magazines, and responses have already begun pouring in. We don't know how long the 10,000 cards will last, but when they're gone, they're **GONE**. "The support we've gotten from gamers on this project has been phenomenal," Jackson said. "This is just our way of saying thank you."

For further information, contact: Steve Jackson, Steve Jackson Games, 512-447-7866.

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West Coast Press Release

October 28, 1994

This letter is to update you on the status of production and distribution of the **Magic: The Gathering** product line. **Wizards of the Coast, Inc.** is currently experiencing a shortage of Magic — Revised boosters due to an increase in demand and severely impacted production capacities. We are doing everything we possibly can to make boosters available again before Christmas. We hope to announce a date next week.

Revised starter decks are still in production and shipping on a regular basis. Revised has not been discontinued, nor are we in the process of substituting cards. The next card rotation is currently planned for **Spring 1995**, when we may make color and text changes.

Magic's astronomical growth has continually exceeded our ability to anticipate demand.

Orders for **Fallen Empires** far outstripped the time we scheduled with our printer, Carta Mundi. The summer heat wave in Europe and an imaging problem with revised, also had an effect on production. Carta Mundi is bringing additional flow pack machines on line to increase production.

Fallen Empires is still shipping on time, and we expect to have at least 1/3 of the orders in

stores before Christmas. Orders far exceeded our expectations, forcing us to split the shipments. We understand the difficulty this presents to both retailers and distributors. Because of the high demand for Fallen Empires, we have asked our distributors to legally and financially commit to their orders, distributors are allowed to reduce their orders if necessary. We understand distributors have asked the same of their retailers.

There has been some concern about the increasing number of mass market chains carrying **Magic**. The vast majority of mass market chains currently buy through the same existing game and hobby distributors that you do. As part of our commitment to the independent retailer: **Wizards of the Coast** does not sell limited expansion sets (black bordered cards) to mass market chains. We sell only **Magic — Revised** (white bordered cards) to mass market outlets.

Ice Age and the sampler expansion are two projects in the works at **Wizards of the Coast**. We hope to release **Ice Age** this **Spring** and the sampler in the Summer. Prices and Packaging have yet to be determined.

Thank you for your patience and your support

Douglas Ferguson, Industry Relations

Customer Service Line: (206) 624-0933

Collectible Card Games

Coming Soon: FOR INTERNAL USE ONLY

- | | |
|----------------------|--|
| Atlas/Trident | On The Edge Unlimited Series (Jan) |
| Caliber Press/Sabre | Power Cards (Feb) |
| Cardz | One On One Hockey Game (Dec) |
| | Bell/Vallejo Fantasy Card Game (Mar/May) |
| Companion Games | Galactic Empires Primary Set (Dec) |
| Daedalus Games | Shadowfists (May) |
| Decipher | Star Trek: TNG Unlimited Series (Jan) |
| Heartbreaker | Doomtrooper |
| | (Dec in English, Spanish, Italian & Swedish) |
| | (Jan in French, German, Norwegian, Finnish & Hebrew) |
| Mag Force 7 | Star of the Guardians |
| | (Feb from Margaret Weis & Don Perrin) |
| Mayfair Games | SimCity — The Card Game (Feb) |
| Steve Jackson Games | Illuminati: New World Order (Dec) |
| Thunder Castle Games | Towers in Time (Dec) |
| | Highlander (Mar) |
| TSR | Blood Wars (Feb) |
| | Forgotten Realms Spellfire Expansion (Dec) |
| US Game Systems | Wyvern (Jan) |
| | Wyvern Expansion (Feb) |
| Valkyrie Games | Moons of Khadar (May) |
| Wizards of the Coast | Magic: Ice Age Expansion (Spring) |
| | Magic 1994 Expansion Sampler (Summer) |

Plus Various Expansions/Unlimited Series for existing games.


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INTERVIEW

by Paul Waterman

I recently had a chance to chat with **Kathy Ice** of **Wizards of the Coast** about **Magic: The Gathering** and upcoming products. Kathy Ice is **Wizards of the Coast's "Cyberspace Liaison,"** so as you might expect, this conversation wasn't carried out in the traditional face-to-face manner, or even over the phone. Instead, our conversation was carried by millions of electrons through the vast web of the Internet, from my computer to hers and back. It went something like this:

Regarding Fallen Empires:

I've been told that the original plan was to have **Fallen Empires** come out in six shipments. The first three shipments were supposed to be as follows: November 11 (11.5% of total production), December 8 (26.6% of total production), and December 23 (15.5% of total production). What can you tell me about the current shipping plans?

There will be several shipments. At one time, it was indeed six; I don't know whether that's changed, but I wouldn't be surprised if it changes several times. The first shipment may be out as early as mid-November, but late November is probably a safer guess.

Update: The first shipment of **Fallen Empires** left distributors' warehouses on November 15, and should be in stores (or perhaps already sold out of stores) by the time you read this. Distributors are currently still planning on shipping the second two shipments according to the schedule above.

Wizards of the Coast has said that they plan to occasionally retire some cards from the **Gathering**, introduce new ones that previously only appeared in expansion sets, or possibly bring back old favorites. It was my understanding that you was

originally planning on making the first changes to the **Revised Edition** in September. Apparently this hasn't happened... Because of the current semi-shortage of **Revised Edition** cards some people have been thinking that perhaps you're in the midst of such a change, but again that appears not to be the case. Has **Wizards** set a date for the introduction of new cards or removal of some cards from **Revised**?

Yes, we were originally planning to change the card mix in September, but... well... some stuff happened and we didn't. "Spring of 1995" is the latest I hear from the R&D folks.

When the **Revised Edition** came out, many people were surprised at the change in appearance of the cards. One of the things that people noticed was that the outer borders on the Alpha, Beta, and **Unlimited** cards had a beveled appearance, but the **Revised Edition** did not. Collectors have been using this difference in appearance to tell the **Unlimited** Edition cards apart from the **Revised Edition** cards, as it's more foolproof than trying to gauge by the darkness (the other major change). In the **Duelist Supplement** (May 1994), **Wizards of the Coast** said that the lack of a beveled appearance was actually a mistake, and that it would be brought back in later printings of the **Revised Edition**. This would make telling the difference between editions of some of the cards much more difficult and make it easier for new collectors to be cheated. Is this change still in the plans? If so, will there be any other way to distinguish between editions?

The original intent was that **Unlimited** and **Revised** would be the same thing, and that our customers shouldn't be able to tell them apart. We never anticipated that collectors would be all that interested in **Unlimited**, so we never felt that such a distinction was really important.

I've noticed a subtle change in cards produced recently. All cards from the **Legends** expansion set on have had a copyright year on them,

whereas previous cards didn't. Starting with the **Arena** cards and **Fallen Empires**, there is a complete "Copyright 1994 **Wizards of the Coast, Inc.** All rights reserved" notice. Does **Wizards** plan on doing this with all new cards? If it was done on the "Re-**Revised Edition**," for instance, it would make it easy to tell them apart from the **Unlimited** Edition, which did not have a year in the copyright notice.

I believe that the copyright year will be included on all future cards, including "re-revised."

Wizards of the Coast has announced that they intend to release a 1994 Expansion Sampler, which will include a sample of cards that appeared in the expansion sets released in 1994, up to but probably not including **Fallen Empires**. These cards will be in a white border format to distinguish them from the original black border expansion set cards. Has **Wizards** set a date when this Sampler will be available?

Summer of 1995 is the latest date I've heard for this one.

A lot of people are really looking forward to that Expansion Sampler, with visions of **Moxes** and **Black Lotuses** dancing in their heads. Is it possible that the Expansion Sampler will include cards which were discontinued when the **Revised Edition** came out, or will it be limited to cards which originally appeared in expansion sets?

The general feeling here is that it should be limited to cards from expansion sets, although the idea of discontinued **Unlimiteds** has been kicked around.

Just a note to the readers out there: Even if **Unlimiteds** do appear in the Expansion Sampler, you can probably count on not seeing any card that appears on the **Duelist Convocation's** restricted or banned lists (except for ante cards). You can probably also count out any cards which were removed when the **Revised Edition** came out for being "spoiler cards." (See the **Duelist Supplement**, May 1994, for a list of the cards that were removed and

why.)

Ice Age is currently set to be the first "standalone" expansion set, an expansion set that can be played entirely on its own or with other **Magic** cards. I know that **Wizards** is considering a number of possibilities for it, including printing it as demand warrants, for an entire year and having booster packs with no **Land** in them.

A lot of collectors are also begging for a black border limited edition run of the cards if it is going to be printed for an entire year. Has **Wizards of the Coast** made a final decision on any of these issues?

No decision has been made yet. I've heard about two expansion sets that **Wizards** hasn't announced. The first is called **Dragons**, and the second is called **Spectral Chaos**. What can you tell me about these expansion sets?

Spectral Chaos and **Dragons** are both being developed by third parties (non-WotC people). They should be considered extremely "non-official." As far as I know, neither of these proposed expansions has been formally accepted.

Wizards has announced that they will be providing promotional cards to a number of magazines. Each magazine will carry two cards—one card unique to the magazine and another card that will be the same in all the magazines. These promo cards will later appear in an expansion set. Is there any more information about when we might start seeing these cards?

It looks as if the promo card issues for most of the magazines will be in the first quarter of 1995.

Speaking of cards in magazines... People who attended **Dragon*Con** were given a postcard which they could send in to receive a free limited edition **Magic** card. The very same card (**Nalathni Dragon**) is now being included in Issue #3 of the **Duelist**. Is there any way to distinguish between the cards people who attended **Dragon*Con** received and the 'Dragon*Con' card in **Duelist #3**?

I don't think there's anything on the actual card. The **Dragon*Con** people did receive a "letter of authenticity" with theirs.

Talk to me about the cards that people can get free by purchasing books in the **Magic** line of novels, such as **Arena** and the upcoming **Whispering Woods**. Will these cards be available in a future expansion set, or released in some other manner in the future?

Cards from the books pose some interesting problems — well, not really problems, but situations. The way mass-market fiction works is that as long as a book continues to sell a certain minimum number of copies each month, it will continue to be printed. So **Arena** could still be in print a year from now. Or, it could go out of print in January. It all depends on how well it sells. Until the book goes out of print, the cards need to remain exclusive to the book. Once the book has gone out of print, then we can (and probably will) reprint and distribute them in whatever form seems best.

Given all of this, we can't really predict when the reprints might be available or how they might be distributed. And of course, they aren't part of any planned expansion since the timing is so weird.

What's next in the **Deckmaster** line of games? You've put out **Magic** and **Jyhad**, and I've heard that **Netrunner** and **Middle Earth** are in the works...

We still have the **Middle Earth** license from **Iron Crown Enterprises**, but the game is on hold for the time being. At the moment, the next new **Deckmaster** game on the schedule is **Netrunner**.

Well, there you have it, **Deckmaster fans!** I certainly hope that this information was as interesting and enlightening to you as it was to me.

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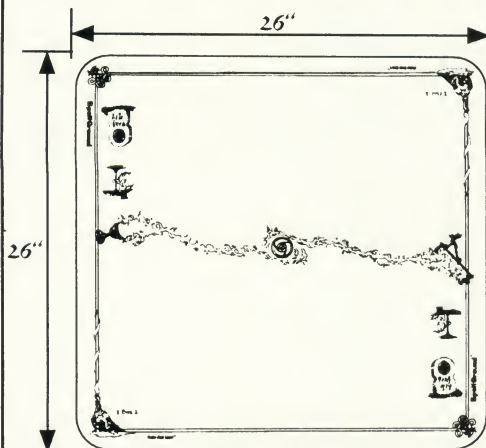
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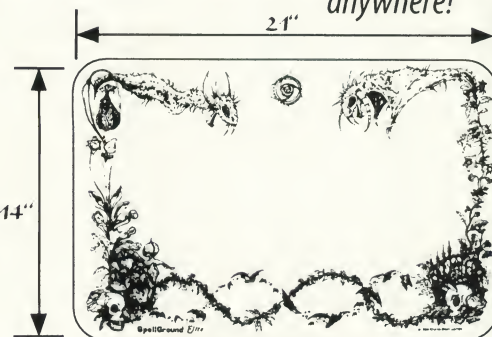


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Check List

SPELLFIRE: FORGOTTEN REALMS

| (No.) | Name | Type | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 |
|-------|-----------|------|-----------------|----------------|---------------|------------|------------------------|-------|------------|-------------|--------------|----------------|------------------------|----------------|---------------|------------|---------------|-------------|-----------------------|--------------|-----------|-----------------|------|---------------------|--------------|-------------|------------|-----------------------|-------------------------|------------------|-----------------|-----------------------------|--------------|----------------|---------------|------------|---------------|--------------------|-----------------------|-------------|------------|--------------|---------|---------|----------|------------|--------|-----------|---------------------|-----------------------------|--------------|--------|----------|---------|-------------|---------|------------|-------------|-------------|----------|------|---------|----------------|-------------|---------------------|----------|--------------------|--------------|-------|-----------|----------------------------|--------|----------------|------------------|-------------|----------------------------|---------------------|---------------------------|-----------------------|------------------|-------------------------|------------------------------|-------------------|--------------|----------------------------------|----------------------|----------------------|------------------|----------------|---------------|---------------------|-----------------------|---------------|----------------------|------------|------------------|-------------|----------|-------------------------------------|-----------------------------|----|
| 1 | Tarrasque | Ev | Tower of Ashaba | Aerial Servant | Creeping Doom | Earthquake | Illusory Fortification | Quest | Raise Dead | Reincarnate | Resurrection | Shadow Engines | Symbol of Hopelessness | Word of Recall | Zone of Truth | Death Link | Find Familiar | Great Shout | Hallucinatory Terrain | Limited Wish | Time Stop | Water Breathing | Wish | Deck of Many Things | Dragonslayer | Flametongue | Frostbrand | Gauntlets of Swimming | Helm of Water Breathing | Horn of Blasting | Ring of Jumping | Slippers of Spider Climbing | Vorpal Blade | Wand of Wonder | Dragon Throne | Guenhwyvar | Hammer of Tyr | The Ring of Winter | Sword of Gynnych Hugh | Bloodriders | Dragonclaw | Flaming Fist | Halling | Kuo Toa | Locathah | Mad Monkey | Nimjas | Raskettle | Orcs of Dragonspear | Orcs of the Savage Frontier | Pseudodragon | Red Ws | Sahuagin | Samurai | Darkenbeast | Firbolg | Iron Golem | Storm Giant | Stone Giant | Werewolf | Adon | Erixiti | Fzoul Chembryl | Young Robyn | Ambassador Carrague | Manshoon | Simbul of Aglarond | Vangerdahast | Cyric | Dragonbat | Khelben Blackstaff Arunsun | Ochimo | Prince Tristan | Princess Alusair | Randal Morn | Rule Card-Time of Troubles | Special Coupon Card | Vessel of Vaporous Stones | Mug of the Earthbound | Hawkflight Grail | Vessel of Misty Passage | Teapot of the Golden Tempest | Ebony Cup of Fate | He's Chalice | The Day That Will Live in Infamy | UnusuAl Good Fortune | The Apple of His Eye | The Golden Touch | Feather Flight | Golden Barter | Dagger of Deception | Wyrms of Earthwalking | Bell of Might | Muragh of Brillstagg | Phase Door | Wine of Eternity | Spellblades | Netheril | Rule Card-The Lure of Undermountain | Rule Card-Zentarim Intrigue | |

ON THE EDGE

| No. | Name | Type | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 | 101 | 102 | 103 | 104 | 105 | 106 | 107 | 108 | 109 | 110 | 111 | 112 | 113 | 114 | 115 | 116 | 117 | 118 | 119 | 120 | 121 | 122 | 123 | 124 | 125 | 126 | 127 | 128 | 129 | 130 | 131 | 132 | 133 | 134 | 135 | 136 | 137 | 138 | 139 | 140 | 141 | 142 | 143 | 144 | 145 | 146 | 147 | 148 | 149 | 150 | 151 | 152 | 153 | 154 | 155 | 156 | 157 | 158 | 159 | 160 | 161 | 162 | 163 | 164 | 165 | 166 | 167 | 168 | 169 | 170 | 171 | 172 | 173 | 174 | 175 | 176 | 177 | 178 | 179 | 180 | 181 | 182 | 183 | 184 | 185 | 186 | 187 | 188 | 189 | 190 | 191 | 192 | 193 | 194 | 195 | 196 | 197 | 198 | 199 | 200 | 201 | 202 | 203 | 204 | 205 | 206 | 207 | 208 | 209 | 210 | 211 | 212 | 213 | 214 | 215 | 216 | 217 | 218 | 219 | 220 | 221 | 222 | 223 | 224 | 225 | 226 | 227 | 228 | 229 | 230 | 231 | 232 | 233 | 234 | 235 | 236 | 237 | 238 | 239 | 240 | 241 | 242 | 243 | 244 | 245 | 246 | 247 | 248 | 249 | 250 | 251 | 252 | 253 | 254 | 255 | 256 | 257 | 258 | 259 | 260 | 261 | 262 | 263 | 264 | 265 | 266 | 267 | 268 | 269 | 270 | 271 | 272 | 273 | 274 | 275 | 276 | 277 | 278 | 279 | 280 | 281 | 282 | 283 | 284 | 285 | 286 | 287 | 288 | 289 | 290 | 291 | 292 | 293 | 294 | 295 | 296 | 297 | 298 | 299 | 300 |
|-----|-----------------|------------|--------------|-----------|--------------------|----------------------|---------------------------|---------------|--------------|----------------------|--------------|-----------------|-----------------|-------------------|----------------------|----------------------------|--------------------|------------------|----------------|--------------------|---------------------|--------------|----------------|-------------------|------------------|-------------|-----------|-------------|--------------------|-------|----------------|-----------------|-------------------|----------------|------------|-------------|---------------------|--------------|------------------------|-------------------------|--------------------|------------------------|-------------------|----------------------|-------------------|------------|------|-------------|-------------------|----------------|-----------|--------|------------------|------------|----------------|--------------|-----------------|----------------|----------------|----------------|--------------|-------------|-----------------------|---------|----------------------|--------------------|---------------|------------|----------|----------|-------------|-----------------------|-------------------------|--------------|-----------------|--------------|------------------|--------|--------------|---------|--------------|-------------|-----------------------|-----------------|----------------|--------------|----------------|------|------|-------------|------------------|----------------|-------------------|-----------------------|------|-----------------------------|-------------|-----------------------|---------------|-----------------|-----------------|---------------|-------------------|----------|-----------------|--------------|----------------------------|-----------------|------------|-----------|--------------|-------------------------|--------------|----------------------|---------------|---------------|-----------------|-----------------------|------------------|---------------------|--------|------------|---------|--------------|---------------------|---------------------|---------------|------------|-----------|-----------------------|---------------|-------------|---------|--------|--------|-------------|----------|-----------|--------------|-------------------|-------|-----------------|-------------|------------------------|--------------|---------------------|-------------|----------|--------------|----------------|----------|-----|----------------|----------------|---------------|-----------------|------------------|-------------|-----------------|----------------|--------|-----------|---------------|------|---------------------|-----------------|-------------|-------|------------------|---------------|--------------|------------|-------------|---------------|---------------|----------|----------|-----------|------------|------------------|--------------------|--------------|-----------------|--------------|---------|---------------------|--------------------|-------------|----------------------------|----------------|--------|-------|-----------------|-----------|-------------|-------------------------|------------------------|---------------|-------------------------|--------------|------------------|---------------|--------------------|----------------------|--------|----------------|------------------|--------------|---------|--------|-----------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 | Dirt on Monique | Secret - R | Cloak Ambush | Cloak Hit | Sir Arthur Compton | Conceivable Weaponry | Contacts in the Art Scene | Copper Dagger | Coral Entity | Counter-Intelligence | Crystal Trap | Cut-Ups Machine | Cyanide Capsule | Cheryl D'Aubainne | Constance D'Aubainne | Jean-Christophe D'Aubainne | Monique D'Aubainne | Josana d'Fabelle | Dark Aura Ring | Deadly Inspiration | Deportation Invest. | Silver Detti | Disinformation | Disintegrator Ray | DNA Difficulties | Cynil Doros | Dumb Luck | Duro-Treach | ELF Ware Generator | Empty | Akorra Encombi | Adelina Escobar | Manuela Escobrust | Abanobi Famani | Harry Fang | Leu Farrazi | Ben Feather-on-Wind | Mighty Flats | Friends in Arms Barrio | Friends in Broken Wings | Friends in Flowers | Friends in Four Points | Friends in Golden | Friends in Great Men | Friends in Sunken | Frogbreath | Fury | Gang-A-Gley | Genetic Prejudice | Frank Germaine | Good Luck | Gremms | Deborah Grierson | Erik Gudne | Anwar Hallajin | Umar Halleen | Twilight Hammer | Barber Hammock | Leif Hardarson | Hank Henderson | Saxol Herman | Hidden Gear | Kanigunde Himmelsbach | Hostage | Hostility Channeller | Hostility Detector | Human C's Gun | Hypno-Disc | Isa Ifaq | Immunity | Inspiration | Intelligence Contacts | International Influence | Mamduh Jalla | Karmic Assassin | Johnny Kazoo | Kerilian Implant | Kidnap | Hans Koudson | Joey Ko | Rigor Kwasek | Latent Hero | Latent Psychic Attack | Latent Strength | George Lazarus | Lee Gwon Foo | Ley Line Nexus | Loot | Lope | Arwa Marabu | Ricardo Martinez | Fabrisa Melors | Military Contacts | Mind Control Messages | Mole | Molly, Queen Mother Baboons | Money Talks | Dr. Paulo Monteserrat | Akio Morimoto | Multi-Dimension | Abdulla Mustafa | Mutant Ambush | Mutant Sympathies | Mutation | Kamorro N'Duban | Nachtmeister | Nano-Tech Medical Machines | Negative Energy | Neuro-Star | New Blood | Number Three | Dr. Fochtagott Nussbaum | Marla Oceana | Oppenheimer Contacts | Martin Oumage | Patrol Baboon | Arthur Pendrick | Pistol-Grip Chain Saw | Polymer Clothing | Portable Sub-Sonics | Portia | Possession | Psi Gun | Psychic Flux | Psychic Sensitivity | Psychic Singularity | Psychic Virus | Psychovore | Jack Rack | Radio Laser Satellite | Dinesh Rapaal | Jonny Ramal | Rampage | Ransom | Ravage | Aska Rayhar | Red Orca | Reek Reel | Angela Reyes | Robert Richardson | Riots | Cherri Robinson | J.S. Rocket | Dr. Fernando Rodriguez | Randy Rogers | Aleksander Rominsky | Mars Royale | Don Roto | Pietro Ruffo | Thor Runestone | Sabotage | SAQ | Joana Salvador | Seamless Shirt | Saklut Poison | Self-Actualizer | Veronica Sellers | Sensibility | Havani Shagzami | Prem K. Sharma | Shreds | Simon Xin | Guiseppa Sizo | Slag | Bulford J. Slysdyck | Smeear Campaign | Eliza Smith | Sneak | Peer Solgerkvist | Karla Sommers | Linda Soumen | Status Quo | Raw Steamer | Wheeler Stein | Singer Mark V | Stun Gas | Stun Ray | Stun Ring | Sub-Sonics | Takeshi Sumanoto | Super-Vitamin Diet | Malak Suzier | Switch-Flipping | The Terminal | Terrors | Throckmorton Device | Clyde Throckmorton | Total Tacti | Trade Contacts in the Edge | Trident Morale | Trogsa | Tulpa | Stefano Turilli | Ali Twine | U.N. Forces | Unanticipated Influence | Underground Trident HQ | Sally Undokku | Unexpected Difficulties | Vibe Villain | Dimitri Vatsaros | Andrew Vernon | Giuglielmo Vigneto | Ward Against Enemies | Weegon | Weird Radiabon | Wheel of Fortune | Holly Winter | Wiretap | Uppier | Mary Zule | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

SPECIAL PROMOTIONAL CARDS DISTRIBUTED IN SCRYE #3

| | | |
|-----|-------------------------|------|
| 51 | Astral Wisdom | Res |
| 52 | Saleem Helicopter | Char |
| 53 | Dimitri Vatsaros | Char |
| 54 | Red Orca | Res |
| 55 | Kerillian Implant | Cond |
| 56 | Scythian Ring | Gear |
| 57 | Kamorro N'Duban | Char |
| 58 | Lope | Char |
| 59 | Nachtmeister | Char |
| 510 | Linda Soumen | Char |
| 511 | Throckmorton Domination | Cond |

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ANTIQUITIES, LEGENDS
THE DARK, FALLEN EMPIRES,
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THE NEXT GENERATION**



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Blood Wars!

A D U E L - D E C K

Blood Wars Designer's Notes

By Steven E. Schend

Try to imagine this scenario: You've just gotten back from an exhaustingly long weekend at the GENCON Game Fair, you're finishing up a previously delayed deadline and your bosses come to your cubicle to tell you, "Congratulations, Steven! You get to design a card game. Oh, by the way, we do need it as quickly as is humanly possible...ok?"

Well, I now know how those old-time cartoon characters felt when they realized they were running on nothing but air and began to fall...

All we started with was the idea that TSR's newest entry into the card game market was to be based on our recent hit, the Planescape Campaign Setting. For those unfamiliar with it, the Planescape setting reveals the many planes of existence outside the normal worlds of mortals (or at least as normal as any fantasy worlds get in the roleplaying market) and the fantastic world at its center, Sigil the City of Doors. Sigil (and all its magical portals to the rest of the planes) is ruled by the Lady of Pain, the blade-headed woman whose icon graces every Planescape product. With hundreds of new and different ideas to choose from, it was hard to determine what to build the new card game around.

After a few days of deliberation, however, the title and concept of the Blood Wars came up; the Blood Wars are the eternal struggle between the tanar'ri and the baatezu—the two most thoroughly evil races in all the AD&D universes—and their war over which is the most dominant evil power among the planes of existence. These Blood Wars gave me the two things I needed most at the start of the design process: a strong like to the Planescape setting and some conflict around which to build a solid card game design.

I'd like to say work started slowly, but there was no time. The first few drafts of the rules went through rewrites in weeks, and whole chunks of the system were thrown out; as the design got refined and we moved into the first playtest versions inside of three weeks, more parts were thrown out. Readers and prospective card-game designers be warned by my experiences. When you're attempting to put a world or worlds into a card game, don't worry about getting everything onto the cards—worry about the game itself and the cards and the world will take care of itself.

The Blood Wars Card Game design got simpler as it began to write itself. Once I got over the initial panic and pressures of creating it. From the concept, I worked on a system that incorporated leaders and their armies fighting over and conquering the many sites across the planes. The problem for me was pulling in the many fascinating aspects of Planescape and wrapping them into the Blood Wars concept, since many of the creatures, places and things, within the scope of the roleplaying game had never participated in the Blood Wars (if they didn't specifically avoid it entirely). I needed a pretense in which I could use the entire Planescape setting and its denizens without sacrificing their roleplaying roots and motivations.

Plots and Rationales

After nearly a month in design, an idea struck me (OW!) Why not set a loose plot around the development of the game and give a rationale for the inevitable supplementary card packs after the initial deck releases? Bear in mind that I had already set up the rudiments of the game system and I knew where I was going with it, but I wanted to tell a story, both within the game and outside the game. I still needed that reason to pull everyone and everything into the Blood Wars.

Warlords™

C a r d G a m e

In my research through the Planescape setting, I ran across a reference to the Dark Eight, a sinister group that helps perpetuate the Blood Wars and keep them an ongoing concern of the Lower Planes. Now, I knew I had my motivators and what I wanted to do with them. The plot ideas and the logic behind the expansions of the Blood Wars Card Game were this:

The Dark Eight have been offended by the disinterest many of the other powers take in the Blood wars, deeming it an internal struggle among the Lower Planes creatures. Therefore, they push the war into overdrive. The war is no longer an isolated conflict between baatezu and tanar'ri!

The Blood Wars boil out of the five Lower Planes and soon rage across all the Outer Planes. They may soon spread into other planes of existence such as the Inner Planes and beyond, including breaching the portals of Sigil herself! This brings in all the creatures and sites of the other planes, including the good and neutral creatures that formerly stayed away from the Blood Wars entirely.

With the increase in activity and conflict across the planes, more groups and increasingly powerful factors come into play to affect the war (and the game) such as the Lady of Pain and the gods themselves!

The Game Basics

Now that you know my reasoning behind the game and the plot which drives its growth, let's take a quick look at the game itself. I'll cover the basics and a few examples, but I won't go into too much detail, since you can read the rules to find out more.

The Blood Wars Card Game is a game for two or more players; it can theoretically support as many players as you want, though the optimum number for a multiplayer game is five players.

The basic mechanic of the game is to construct an army (known in the game as a Battle Hand) beneath its

leader (the Warlord); the Battle Hand consists of Legion cards, the soldiers of the Blood War. The army/Battle Hand is built for the purpose of conquering Battlefield cards; the winner of the game is determined by the number of Victory Points of his conquered Battlefields. The last type of card in the game is the Fate card, a "wild card" that changes the rules, the situations, or any number of different effects – trust me, the Fate cards add an element of chance that will make your head spin!

Each player will have a number of Warlords and their Battle Hands and they can choose to conquer it through two different methods: Combat or Intrigue. In Combat, the Warlord sends his Legions into battle to fight for a Battlefield versus the forces of one opposing Warlord/player. In Intrigue, a Warlord can attempt to take a Battlefield by political maneuvering and cajoling the other Warlords/players into letting him take it; unlike Combat, Intrigue can have all players involved. Both methods have their risks, and both have their subtle strategies, but you need to be able to do both to win the game!

That's the simplest way to describe the game, but it doesn't reveal everything. You see, many of the Legions and all of the Warlords have powers that affect the game and so do some of the Battlefields! The best uses of those powers, when to use them and the strategies behind them are best left for you to decide when you sit down to play. Oh, and did I mention the different types of Fate cards, where some affect one Legion in Combat and others affect every Warlord in play? Well, that adds another spin...

The Blood Wars game is, at its core, a simple game, but the cards unique powers and play variations make it one of the wildest, most unpredictable games around. Give it a try and I guarantee "once the bloodshed begins, it's hard to stop..."

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COMING
FEBRUARY
1995

SPECIAL SYSTEM



SOLGARTH

Solgarth provides both influence and a spaceplane squadron base.



Illus: © 1994 Alan Gutierrez

DAMAGE



AERIAL BOMBARDMENT

Play on a Special System card. Special System now provides no special ability, no influence and no personality points.



Illus: © 1994 Paul Youll

FATE



ARTIFACT HEIST

Target Artifact card is stolen by thieves. Discard target Artifact card.

Illus: © 1994 Pete Venters

PERSONALITY

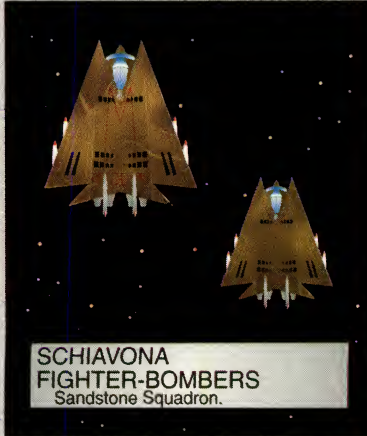


WARLORD BAYNE



Illus: © 1994 Kevin Murphy

SQUADRON



SCHIAVONA FIGHTER-BOMBERS
Sandstone Squadron.



Illus: © 1994 Kevin Stein

MODIFIER



CIVIL DEFENSE

Play on the Warlord's Home System. Bombing Points against this system are no longer doubled.

Illus: © 1994 Steve Youll

GALACTIC EMPIRES

The Science Fiction Trading Card Game

PRIMARY EDITION Designer' Notes by Carl H. Schulte, Richard J. Rausch and John M. Hammer

The Introductory Edition of Galactic Empires sparked the gamers' interest at GEN CON 94, where it made its debut. Since that time, Galactic Empires' space conquest format has quickly generated a very positive response from players. The Primary Edition of Galactic Empires will ship starting December 1st 1994. Primary Edition features 430 different cards, 85 of which existed in the Beta print run of Introductory Edition. Primary Edition is the basic format in which Galactic Empires was designed and tested. We at Companion Games have been playing with primary for some time and can't wait to get it out to you the players.

The step from Introductory Edition to Primary Edition was a big one in every respect. Not only do the number of different cards increase more than 5 fold, but the number of empires available for representation jumps from four to eight. Luck cards

(missing from Introductory Edition) are presented, along with two other new card types: Dragon cards and Ability cards.

On the artistic end, Companion Games signed many of the galaxy's top illustrators for Primary Edition (see 'Artists' side bar). Familiar names now grace every card. Additionally, the processing of this outstanding art was improved: Scanning was increased from 24 bit to 48 bit, print resolution went from 150lpi to 175lpi and the card backgrounds went from 8 bit to 32 bit. These enhancements dramatically improve the artistic quality of Galactic Empires.

Production and packaging too had its shakeups. The Beta run of Introductory Edition was delayed by nearly 5 weeks due to several glitches, the worst of which was a set of rare cards finding their way onto the common print sheet. The Betas didn't make it out the door until the middle of November with Primary Edition hot on their heels. However, Primary Edition came together nicely. It will have shipped on or before December 1st.

The average strength of the cards sees an increase with Primary Edition. The larger card set found in Primary Edition allows for more powerful cards. Cards range in strength from 1 to 10, with 10 being the strongest. Introductory Edition had few cards over strength 7. These more powerful cards enhance play, speed games and allow for the balance of power to shift more quickly. This leads to lots of exciting action. Don't worry about balance though; these cards were in our original playtest decks and were always a part of Galactic Empires.

How the products work: Galactic Empires has two different Basic Decks (starters if you will). These Basic Decks are truly 'starters' since they are structured in a way to guarantee that two players can play the Basic Game with just that Basic Deck, no expansions or extra decks needed. Why this structure? Simple - it allows players to try Galactic Empires before spending lots of hard-earned money on lots of boosters.

Each Basic Deck contains 55 cards and a rules booklet in a full color card box. 5 of the cards are ran-

C9 Admiral

★★★

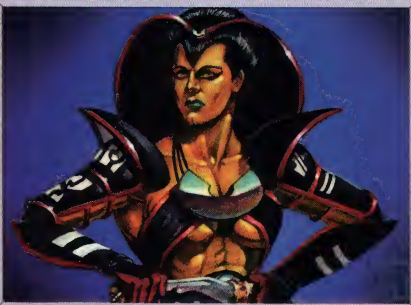


Illustration © 1994 Melissa Benson

Admiral:

Illustration: A Vektrean Admiral.

An admiral provides the following benefits:

- 3 points less damage each opponent volley (at his location).
- 3 less supply points required (anywhere in the fleet).

O8 Planetary Revolt

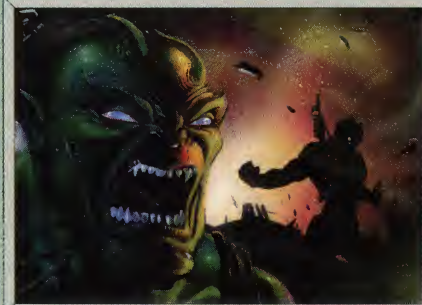


Illustration © 1994 Ted Beargeon

Planetary Revolt:

- An opponent cannot generate points from the terrain card on which this card is played for 4 turns.

- Discarded after use.

B5 **

★★★★★

Administrative Facility

★



Illustration © 1994 Lawrence Allen Williams

Administrative Facility:

An administrative facility is established wherever added command facilities are needed.

- ++: Phasers

R/L4 Monster Healing



Illustration © 1994 Susan Van Camp

Monster Healing:

- Heals up to 4 points of damage or applied research points to the monster or dragon on which it is played.

- Discarded after use.

D3 Quark Dragoness

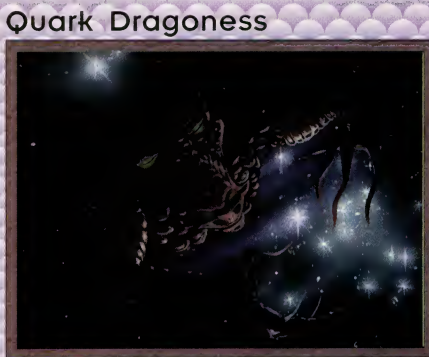


Illustration © 1994 Edward P. Beard Jr.

Quark Dragoness:

The healers of dragonkind, quark dragons are born within gas giants.

- Healing (repair points) can only be used on dragons or monsters.
- Their scales are dense enough to diminish heavy weapons fire to 1/2 damage (drop fractions).

■ ■ : Breath Weapon

X: Physical Damage

R/C7 Doctor

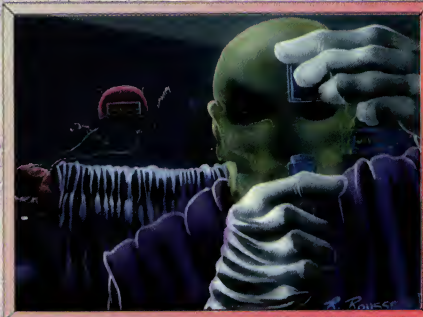


Illustration © 1994 Ron Rousselet II

Doctor:

Illustration: An Argonian Chief Medical Officer.

- A doctor causes any illness or injury cards at his location to be discarded.
- No illness or injury cards may be played to a location with a doctor.
- Generates three research points per turn. Points are lost if not used on the turn generated.

dom; the other 50 are a carefully selected set. The two galactic empires represented in these Basic Decks are either the Krebiz Capitalist Alliance and the Argonian First Republic (Deck A) or the Corporate Aggressors and the Mechad Holdfast (Deck B). In addition, you might find Bolaar Pirates, Vektrea Mercenaries, Indirigan Nomads, and Space Dragons among your 5 random cards.

Expansion Packs add new empires, more pirates and mercenaries, ships, bases, terrain, and other types of cards. While more and different cards make the game more interesting and fun, it is not necessary to have a large or varied collection to be able to play competitively. Multi-player games are possible with only a single Basic Deck of cards using the Basic Game rules.

Primary Edition Pricing:
Basic Decks cost \$8.95 each and boosters cost \$2.45 each.

THE EMPIRES

On the far side of the galaxy, a number of galactic empires are fighting for supremacy and survival. These empires include numerous races from many different star systems. Each has developed faster-than-light space flight and starships with which to explore and conquer the galaxy and defend their territory. Galactic Empires is your chance to represent the empire of your choice in a battle of wills and wits with representatives of the other empires.

ARGONIANS:

The Argonians are a race of gaseous beings; they can assume semi-solid form. Their ships conform to the standard rules without exception. This is the best empire for beginners to represent as it is the most straightforward. A more in-depth history of the Argonians appeared in Scrye #2.

KREBIZ:

The Krebiz appear similar to man-size hermit crabs.

Krebiz ship cards are of two types - capsules and cruisers. A Krebiz cruiser with a capsule played on it counts as one ship. If a capsule or cruiser is played by itself then it counts as 1 ship all by itself.

Neither component of a Krebiz ship which consists of a combined cruiser and capsule is destroyed until it absorbs an amount of damage sufficient to destroy the entire combination - - - at which time both components are destroyed simultaneously.

A player may play a cruiser and capsule at the same time as a single ship. This counts as the play of only one card for purposes of the three card per turn limit, even though this one ship actually consists of two cards.

CORPORATE AGGRESSORS:

The Corporation was a mega-corporation performing many operations for the Indirigans before the latter became space nomads. When the Indirigans abandoned their planets, the Corporation seized control of several planetary systems within this newly formed Free Trade Zone. It was the first time that a business operated as a galactic government. Many different humanoid and alien beings work for the Corporation.

Corporate ships use variable plasma as their heavy weapon. Variable plasma requires 1 ammo point to function and will do a number of damage points equal to the number of energy points allocated to that armed variable plasma.

MECHAD HOLDFAST:

The Mechad originate from a solitary planet orbiting a double star near the edge of the galaxy. Their homeworld is an extremely mechanized society where machines control every process.

Mechad ships use an electromagnetic field (EMF) defense instead of shields. The EMF has a strength equal to the number of nodes (a point symbol on the ship) multiplied by the number of energy points allocated to the EMF. Note that most Mechad ships have only one node, and so the field strength will usually be equal to the number of energy points applied to the node each turn.

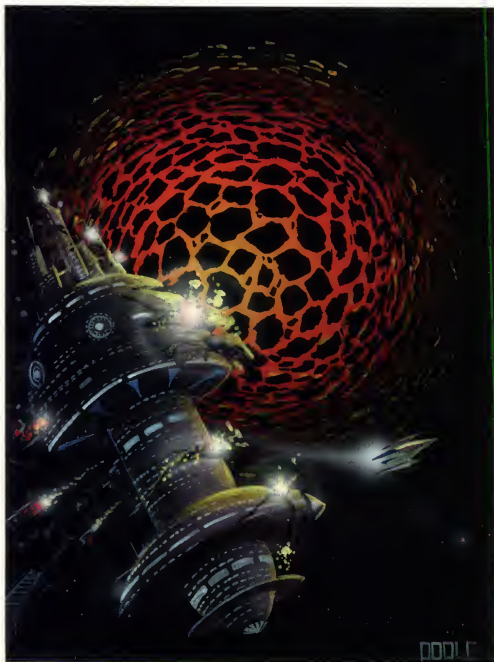
Some Mechad ships have a distortion cannon as a heavy weapon in addition to or in place of their more common TRAM (trans-warp missile) heavy weapons. Each distortion cannon will do 1 point of damage to every ship, base, dragon, and free-flying shuttle or fighter in the fleet of

one opponent, and will also score 1 point of damage against all monsters controlled by that opponent. The distortion cannon does not affect terrain cards, hazard cards, or the Sector HQ.

BOLAAR PIRATES AND VEKTREAN MERCENARIES:

Bolaar Pirates and Vektreat Mercenaries are lesser empires which hire out their ships for use by the other empires. They are known for adapting all kinds of equipment and technology for their own use. The Bolaar or Vektreats could be used as a major empire by simply stocking a deck with either Bolaar or Vektreat ships.

Bolaar and Vektreat ships



The Destruction of Argon VIII
Illus. © 1994 Mark Poole

PRIMARY EDITION ARTISTS:

Edward P. Beard Jr, Melissa Benson, Lawrence Allen Williams, Ron Rousselle, Paul "Prof" Herbert, Alex Keating, Ralph Pecchia, Ben Peck, Ted Beargeon, Doug Savage, Nivard, Christina Wald, Mark Poole, April Lee, Gary A. Kalin, Ne'ne' Tina A. Thomas, Robert A. Kraus, Gregg Glymph, Doug Chaffee, Mitchell Davidson Bentley, Cline A. Siegenthaler, Susan VanCamp, Douglas Shuler, Michael Trapp, Ryan Gable, Leslie Rigley, Josepha Haveman, Cynthia Maninno, John D. Matson, Randy Hoar, Jay Muchhala and Shawn Parrack.

(but not other pirate and mercenary ships) may use foreign technology cards without any restrictions. In addition, an exclusive technology card may be used on a Bolaar or Vektreat ship if that ship possesses a card that would otherwise provide the ability to use a foreign technology card.

INDIRIGAN NOMADS:

The Indirigan Nomads are wandering tribes of spacefarers. They live exclusively on their starships. These ships represent a wandering tribe which has temporarily aligned itself with an empire. All Indirigan ships in a player's deck are a single tribe. Each player who has Indirigan ships in his deck represents a different tribe.

Most Indirigan ship cards state that during a player's Fire Phase, Indirigan ships in all opponent fleets must be destroyed before that Indirigan ship may fire at bases or non-Indirigan ships. This card rule does not apply to a player who is using the Indirigans as the major empire of his deck.

THE SPACE DRAGON EMPIRE:

Space dragons are gigantic entities often exceeding the size of most starships. They come in two varieties. The first is M monster cards and the second is D dragon cards. The M dragons are marginally intelligent males and are not treated as part of the Dragon Empire. The D dragons are highly evolved and social females. D dragons are a minor empire and may be used as the major empire of a deck if desired, just as may any other minor empire.

D dragons are treated exactly the same as ships, except no equipment cards, crew cards, or occurrence cards may be played on them or to them. Any other card or effect that applies to ships may apply to dragons. D dragons may damage an opponent's Sector HQ, and they prevent other players from firing on their Sector HQ.

Dragons do not have shields and usually do not have any similar defenses. They are destroyed when they absorb damage equal to their strength. Unlike M dragons, D dragons cannot be damaged by research points.

A D dragon can have both

S4 ● ◆◆◆◆

Corporate Minesweeper

Illustration © 1994 Gregg Glymph

Corporate Minesweeper:

Minesweepers were used to clear space minefields.

- As a reaction, the minesweeper can negate one mine explosion per complete turn.

■ (*-***): Variable Plasma
+++ : Phasers

R/M9 Luck Demon

Illustration © 1994 April Lee

Luck Demon:

- A luck demon alters luck.
- All positive luck cards played must be played on the player possessing the most recently played luck demon in play.
- A negative luck card has no effect on the luck demon's fleet unless the demon player wants it to do so.
- Destroyed by research equal to its strength.

R/C6 Damage Control Team

Illustration © 1994 Ben Peck

Damage Control Team:

- Damage control teams are responsible for handling battle damage.
- When played in reaction, prevents damage from destroying a ship or base, leaving it with one point.
- Generates 2 repair points per turn for use only at own location.

S6 ●●*

Mechad Command Cruiser ★



Illustration © 1994 Mark Poole

Mechad Command Cruiser:

- A distortion cannon does one point of damage to every ship and base in the fleet of one opponent.

- : Distortion Cannon
- +++ : Subspace Whips
- : Tram

L4 Cursed Alien Artifact



Illustration © 1994 Randy Tarkas

Cursed Alien Artifact:

- Causes the player on which it is played to draw two fewer cards during that player's next draw cards phase.
- Discarded after use.

R/O8 Alien Love Interest



Illustration © 1994 Ne'ne' Tina A. Thomas

Alien Love Interest:

- Affects one crew card of equal or lesser strength.
- Crew card provides no benefits.
- Crew card may only take actions if approved by owner of this card.
- Negated by research points equal to its strength.

breath weapons and the ability to score physical damage. Breath weapon damage is treated like heavy weapon damage, and so requires ammo points to operate just like any other heavy weapon. Physical damage points are treated exactly the same as phasers, and may be used as long as the dragon has received all the points needed to Engage it.

THE CARDS

TERRAIN CARDS: Without terrain cards, bases and ships cannot (usually) operate. All terrain cards have a "T" in the top left corner with a number representing their strength. A terrain card is destroyed by a number of points of damage equal to its strength. Thus a 'T5' planet can be destroyed by 5 points of damage. The only cards which can cause damage to terrain cards are those cards that specifically state they can cause damage to terrain. Phasers cannot cause damage to terrain cards; heavy weapons CAN cause damage to terrain cards. Terrain cards do not block damage to the Sector HQ.

The function of terrain cards is to provide any of the following: Economy points, supply points, energy points, ammunition points or research points. The symbols at the top of the card represent the amount of points (of each type) the card provides each turn. These points are used to operate ships and equipment throughout that turn. A player can only operate a number of ships and systems that he has points to pay for.

SHIP CARDS: Ship cards have an 'S' in the upper left corner next to the strength of the ship. They also have a title at the top and a number of shield points at the top. A ship is destroyed by a number of points of damage equaling the shield points plus its strength.

Ship cards also have several supply and energy (and sometimes other) symbols at the top left. This is the amount of supply and energy required to operate the ship, its weapons, and equipment for one turn. If these points are not available from terrain or other sources the ship can only operate its shields and conduct repairs by use of repair points. Crew cards played on that ship card can only perform duties which do not

require equipment cards or weapons fire.

Weapons are listed at the bottom of the ship card. Generally, they cause 1 point of damage each. Some have damage ranges of several points.

DRAGON CARDS: Dragon cards are designated with a 'D'. Please note that these are completely different than M dragon cards. D dragon cards are exactly the same as ship cards except no equipment cards, crew cards, or occurrence cards may be played on them or to them, nor do effects produced by such cards affect them. They may protect and damage Sector HQs.

BASE CARDS: Base cards are designated with a 'B'. They are similar to ship cards except they must be played on top of a terrain card; they cannot exist independent of terrain. Just as do ship cards, they almost always require some points in order to fully function. A base card counts against a player's command limits, just as do ships.

The terrain card on which a base is placed may not be damaged by weapons fire until the base is destroyed. Cards which score damage directly on terrain may be used to score damage on a base instead, at the attacking player's option; and note that a base will not protect a terrain card from such damage unless the attacking player chooses to attack the base instead (one exception is the B1 Planetary Shield, which prevents all damage to the terrain card on which it is played until the base is destroyed).

EQUIPMENT CARDS: Equipment cards represent various types of equipment including transporters, shuttles, tractor beams, etc. They are designated with an 'E'. Some equipment cards require extra energy or other points to operate. Essentially, these cards increase the functionality of your ships and bases.

EMPIRE EQUIPMENT: Some equipment cards can only be used by one empire. This is defined on the card itself. Generally it is a good idea to remove these cards if they cannot be used by the empire with which you

have stocked your deck.

Foreign Technology is defined as equipment cards which can only be used by one or several empires; other empires must have a special card, such as an engineer, which specifically permits the use of foreign technology (exception - Bolaar and Vektreat). Exclusive Technology is defined as equipment cards which can only be used by one or several empires; other empires may never use these equipment cards (exception - Bolaar and Vektreat with a card that states it permits the use of foreign technology).

CREW CARDS: Crew cards are designated with a 'C'. They can be played on base, ship or terrain cards. They usually require no points to operate, but may need specific equipment cards to perform some functions. Crew cards may be moved from location to location by means of cards like shuttles or transporters.

ABILITY CARDS: New to Primary Edition, ability cards are designated with an 'A'. Ability cards modify the characteristics or abilities of dragon cards, equipment cards, crew cards, and monster cards. Usually, a particular ability card may only be played on one of the four permitted card types; the ability card will specify this when necessary.

MONSTER CARDS: Monster cards are designated with an 'M'. There are many new and unique monsters in Primary Edition. Each card defines

how the monster works, what damage (if any) it causes and how it is killed or negated.

HAZARD CARDS: Hazard cards are designated with an 'H'. They are navigational hazards, usually terrain, that have varying effects on ships and bases.

OCCURRENCE CARDS: Occurrence cards are designated with an 'O'. An occurrence is simply an event which may be good or bad and may cause damage or not. Occurrence cards can be played on yourself or an opponent. Each card defines how the occurrence works, what damage it causes and how it is negated (if that is possible).

LUCK CARDS: Luck cards make their first appearance in primary Edition. These cards dictate fate within Galactic Empires.

REACTION CARDS: Reaction cards have an 'R' in the top left corner of the card with the strength and type designations. Thus an R/E2 is a strength two reaction equipment card. A reaction card is considered to be a card of the type designated by the other letter on the card for all purposes, including deck stocking. Reaction cards can be played during another player's turn at any moment, but only in valid reaction to that other player's action. Any player can play a reaction card to your reaction card and you can play another reaction card to his, etc.

C8 ** Mechad Overlord



Illustration © 1994 Robert A. Kraus

Mechad Overlord:

A Mechad Overlord is responsible for protecting Mechad organics and eliminating all other organics. May only be played to a terrain card in your fleet.

- Instantly kills opponent crew cards (of lesser strength) at its location before that crew card can perform any function.
- Cannot kill automatons.
- Exclusive Mechad crew.

R/L4 Miscommunications



Illustration © 1994 Douglas Shuter

Miscommunications:

Dictate the weapons fire of one opponent ship or base.

- Fire may not be on the unit's own fleet unless there are only two players remaining.
- Cannot be played at a location with a communications officer.
- Discarded after use.



Illustration of a Krebiz dreadnought with dreadnought capsule.
Illus. by Gary A. Kalin

S2 ○** Independent Freighter



Illustration © 1994 Michael Trapp

Independent Freighter: +○○○

Independent freighters were often hired by the empires for transport and trade activities.

- If operating, an independent freighter improves the economy of the terrain card on which it is played by 3 points.

++: Phasers

Check List

GALACTIC EMPIRES PRIMARY EDITION

| | | | | | | | | | | | | | | |
|--|--------|-------------------------|--|----|---------------------------|---------------------------------|----|---------------------------|--|----|-------------------------|---|----|---------------------------|
| A1 Lesser Automaton | U | Cine A. Siegenhaler | D1 Scintillating Dragoness | U | Edward P. Beard Jr. | H5 Temporal Space Rift | VR | Mark Poole | O4 Information Leak | U | Ron Roussele II | S6 Indrigan Light Cruiser | R | Gary A. Kalin |
| A1 Millennium Mobing | U | Ron Roussele II | D2 Dragon Hatching | R | Robert A. Kraus | H6 Grab Pulsar | R | Mitchell Davidson Bentley | O4 Love Interest | C | We'Ne Tina A. Thomas | S6 Indrigan Medium Cruiser | R | Gary A. Kalin |
| A2 Hand-Held Weapon | U | Lawrence Allen Williams | D3 Dorr Dragoness | R | Robert A. Kraus | H6 Large Mine Field | VR | Alec Keating | O4 Repair Delivery | VR | Gary A. Kalin | S7 Indrigan Heavy Cruiser | VR | Gary A. Kalin |
| A2 Sick Bargarner | VR | Ted Beargon | D3 Dark Dragoness | R | Edward P. Beard Jr. | H6 Type II Supernova | VR | Gary A. Kalin | O5 Breakdown | VR | Gary A. Kalin | S8 Indrigan Battlecruiser | VR | Gary A. Kalin |
| A3 Automaton | R | Cine A. Siegenhaler | D3 Quark Dragoness | R | Edward P. Beard Jr. | H7 Animatter Singularity | VR | Michael Trapp | O5 Deterik Spacecraft | U | Lawrence Allen Williams | S8 Indrigan Heavy Carrier | VR | Gary A. Kalin |
| A3 To-Millennia Mobing | R | Ron Roussele II | D4 Corner Dragoness | U | Robert A. Kraus | H7 Mastrom | VR | Douglas Shuler | O5 Dragon Coupling | VR | Edward P. Beard Jr. | S9 Indrigan Dreadnought | VR | Gary A. Kalin |
| A4 Hot Nobelum | R | Paul Prof' Herbert | D4 Radiation Dragoness | VR | Edward P. Beard Jr. | H8 Gravity Pocket | VR | Christina Wald | O5 Evasive Maneuvers | R | Melissa Benson | S1 Kriebz Escort Capsule | U | Gary A. Kalin |
| A5 Ancient Mobing | VR | Paul Prof' Herbert | D5 Hydrogen Dragoness | R | Robert A. Kraus | H9 Dimensional Portal | VR | Christina Wald | O5 Forced Retreat | R | Gary A. Kalin | S1 Kriebz Light Capsule | C | Gary A. Kalin |
| A5 Greater Automaton | VR | Cine A. Siegenhaler | D5 Void Dragoness | VR | Lawrence Allen Williams | H9 Infrared Dead Zone | VR | Douglas Shuler | O5 Illness | U | Jay Muddhala | S1 Kriebz Light Carrier Capsule | U | Gary A. Kalin |
| A6 Omniscience | VR | We'Ne Tina A. Thomas | D6 Solar Dragoness | VR | Edward P. Beard Jr. | L1 Lurly Crew Action | VC | Susan Van Camp | O5 Insanity | R | Robert A. Kraus | S1 Kriebz Medium Capsule | C | Gary A. Kalin |
| A7 Eon Mobing | VR | Edward P. Beard Jr. | D7 Neutron Dragoness | VR | Edward P. Beard Jr. | L2 Malpractice | C | Christina Wald | O5 Pirate Activity | U | Douglas Shuler | S1 Kriebz Minesweeper Capsule | U | Gary A. Kalin |
| A8 Captain's Bluff Very | R | Melissa Benson | DB Moon Dragoness | VR | Edward P. Beard Jr. | L2 Phaser Malfunction | VR | Mark Poole | O5 Political Upheaval | VR | Nivard | S1 Kriebz Science Capsule | U | Gary A. Kalin |
| A9 Dragon Automaton | VR | Edward P. Beard Jr. | DB Surface Dragoness | VR | Douglas Chaffee | L2 Warp Engine Breach | R | Michael Trapp | O5 Tactical Retreat | R | Paul Prof' Herbert | S2 Kriebz Battle Capsule | R | Gary A. Kalin |
| B1 Commercial Outpost | C | Ben Peck | DB Ether Dragoness | VR | Edward P. Beard Jr. | L3 Lucky Targeting | C | Michael Trapp | O5 Terraforming | U | Ben Peck | S2 Kriebz Carrier Capsule | U | Gary A. Kalin |
| B1 Planetary Shield | C | Gary A. Kalin | D9 Nebula Dragon | VR | Robert A. Kraus | L3 Pirate's Cache | U | Douglas Shuler | O5 Wandering Debris | R | Melissa Benson | S2 Kriebz Copper Frigate - Front Left | U | Gary A. Kalin |
| B2 Defensive Satellites - Planet Left | C | Gary A. Kalin | E1 Cargo | C | Gary A. Kalin | L3 Repair Malfunction | U | Ron Roussele II | O6 Alien Abduction | VR | Lawrence Allen Williams | S2 Kriebz Copper Frigate-Front Right | U | Gary A. Kalin |
| B2 Defensive Satellites - Planet Right | C | Gary A. Kalin | E1 Distribution Node | C | C. Henry Schulte | L3 Transporter Malfunction | U | Douglas Shuler | O6 Bribe Pirate | R | Cynthia Hamino | S2 Kriebz Command Capsule | R | Gary A. Kalin |
| B2 Fighter Gunboat | U | Ted Beargon | E1 Escape Pod | C | Paul Prof' Herbert | L3 Unlucky Targeting | R | Michael Trapp | O6 Broken Supply Lines | R | Ron Roussele II | S2 Kriebz Heavy Capsule | C | Gary A. Kalin |
| B3 Power Generator Platform | R | Nivard | E1 False Mine | U | Doog Savage | L4 Cursed Alien Artifact | R | Randy Tarkas Hoar | O6 Emergency Capsule Separation | U | Gary A. Kalin | S2 Kriebz Scout Capsule | U | Gary A. Kalin |
| B3 Repair Station | U | Michael Trapp | E1 Fuser Mechanism | VC | Gary A. Kalin | L4 Lucky Shield Repair | R | Lawrence Allen Williams | O6 Injury | U | Jay Muddhala | S3 Kriebz Dreadnought Capsule | VR | Gary A. Kalin |
| B3 Space Station | U | Gary A. Kalin | E1 Kriebz Armor | C | Gary A. Kalin | L4 Miscommunications | VR | Douglas Shuler | O6 Labor Strikes | VR | Lawrence Allen Williams | S3 Kriebz Pincer Destroyer | C | Gary A. Kalin |
| B4 Base Station | R | Gary A. Kalin | E1 Kriebz Capsule Engine Pod | U | Gary A. Kalin | L4 Monster Healing | R | Susan Van Camp | O7 Capital Revitalization | VR | Paul Prof' Herbert | S4 Kriebz Manticore L-Cruiser-Blue Planet | C | Gary A. Kalin |
| B4 Planetary Power Base | U | Douglas Shuler | E1 Kriebz Pseudo Capsule | U | Gary A. Kalin | L4 Monster Overseer | VR | Lawrence Allen Williams | O7 False Intelligence Report | R | Mark Poole | S5 Kriebz Claw Heavy Cause-Deck Trak | C | Gary A. Kalin |
| B4 Research Base | U | Michael Trapp | E1 Probe | C | Gary A. Kalin | L4 Navigational Error | U | Paul Prof' Herbert | O7 Forced Retreat | VR | Nivard | S5 Kriebz Light Cruiser | R | Gary A. Kalin |
| B5 Administrative Facility | R | Lawrence Allen Williams | E1 Shield Refit | U | Gary A. Kalin | L4 Shuttle Malfunction | U | Ted Beargon | O7 Interplanetary Conflict | VR | Lawrence Allen Williams | S2 Mechad Escort | C | Mark Poole |
| B6 Battlestation | R | Michael Trapp | E2 Argonian Gascon Protection Chamber | U | Paul Prof' Herbert | L4 Unsuccessful Minesweeping | U | Mark Poole | O7 Scientific Breakthrough | VR | Nivard | S2 Mechad Frigate | C | Mark Poole |
| B7 Academy | VR | Ted Beargon | E2 Kriebz Armor | U | Gary A. Kalin | L5 Defensive Override | R | Gary A. Kalin | O7 Surprise Attack | VR | Gary A. Kalin | S3 Mechad Destroyer | C | Mark Poole |
| B8 Shipyard | VR | Lawrence Allen Williams | E2 Laboratory | C | Cine A. Siegenhaler | L6 Heavy Weapons Backfire | R | Michael Trapp | O8 Alien Love Interest | R | Nelle Tina A. Thomas | S4 Mechad Light Cruiser | C | Mark Poole |
| Starbase | VR | Mark Poole | E2 Nuclear Mine | U | Alec Keating | L6 Distress Beacon | VR | Mark Poole | O8 Computer Virus | VR | Christina Wald | S4 Mechad Medium Cruiser | U | Mark Poole |
| C1 Bar Tender | R | Ron Roussele II | E2 Phaser Refit | C | Gary A. Kalin | L6 Lurly Maneuver | VR | Ben Peck | O8 Economic Crisis | VR | Aric Multi Media | S4 Mechad Scout Cruiser | U | Mark Poole |
| C1 Boarding Party | VC | John Matson Artist | E2 Repulsion Beam | VR | Gary A. Kalin | L7 Alien Artifact | VR | Christina Wald | O8 Emergency Damage Control | VR | Paul Prof' Herbert | S5 Mechad Heavy Cruiser | C | Mark Poole |
| C1 Confidential First Chief Executive | | | E2 Tractor Beam | R | Gary A. Kalin | L7 Anomaly Portal | VR | Ron Roussele II | O8 Plague Very Rare | VR | Ron Roussele II | S6 Mechad Battlecruiser | R | Mark Poole |
| Deputy Assistant to the... | U | Nivard | E2 Transporter | VC | Gary A. Kalin | L7 Expeditionary Reserves | VR | Douglas Shuler | O8 Planetary Revolt | VR | Ted Beargon | S6 Mechad Command Cruiser | R | Mark Poole |
| C1 Crewman | VC | Lawrence Allen Williams | E3 Cargo - Indrigan Packs | U | Gary A. Kalin | L8 Advanced Preparedness | VR | Ron Roussele II | O8 Self Destruction | VR | April Lee | S7 Mechad Dreadnought | VR | Mark Poole |
| C1 Indrigan Female | R | Melissa Benson Indrigan | E3 Emergency Power | R | Ted Beargon | L8 Demigod Diversion | VR | Mark Poole | O8 Technological Breakthrough | VR | Christina Wald | S8 Mechad Battleship | VR | Mark Poole |
| C2 Civilian Captain | C | April Lee | E3 Engine Synchronization | C | Ted Beargon | L8 Targeting Error | VR | Ralph Pechia | O9 Alliance Treaty | VR | Melissa Benson | S2 Nekrean Mercenaries Frigate | U | Gary A. Kalin |
| C2 Doctor - Kriebz | C | Leslie Higley | E3 Heavy Shield Refit | R | Gary A. Kalin | L9 Accelerated Timeline | VR | Paul Prof' Herbert | O9 Illness | VR | Melissa Benson | S3 Nekrean Mercenaries Destroyer | U | Gary A. Kalin |
| C2 Engineer | U | We'Ne Tina A. Thomas | E3 Heavy Weapon Refit | U | Ted Beargon | L9 Lost Fleet | VR | Ted Beargon | O9 Insanity | VR | Robert A. Kraus | S4 Nekrean Mercenaries Light Cruiser | U | Gary A. Kalin |
| C2 Huisman | C | Melissa Benson | E3 Kriebz Armor | R | Gary A. Kalin | M1 Research Defiler | R | Paul Prof' Herbert | O9 Fleet Freighters-Front Left | C | Gary A. Kalin/S | S5 Nekrean Mercenaries Heavy Cruiser | U | Gary A. Kalin |
| C2 Mercenary | C | Douglas Shuler | E3 Reserve Power | R | Lawrence Allen Williams | M1 Small Phaser Eel | VC | Gary A. Kalin | S1 Fleet Freighters-Front Right | C | Gary A. Kalin | S6 Nekrean Battlecruiser | VR | Gary A. Kalin |
| C2 Ordnance Officer | U | Nivard | E3 Shuttlecraft - Front Left | C | Gary A. Kalin | M2 Planet Gouge | U | Gary A. Kalin | S2 Fleet Lug | U | Gary A. Kalin | S1 Captured Satellite | U | Gary A. Kalin |
| C2 Engineer - Indrigan - No Shoulders | R | Ryan Gable | E3 Shuttlecraft - Front Right | C | Gary A. Kalin | M2 Sare Vines | U | April Lee | S2 Independent Freighter | U | Michael Trapp | T1 Large Asteroid | C | Gary A. Kalin |
| C3 Nurse | U | We'Ne Tina A. Thomas | E4 Anti-Tractor | U | Ralph Pechia | M2 Space Vertigo | VC | Ben Peck | S2 Space Yacht | U | Christina Wald | T1 Small Moon | C | STBA Artist |
| C3 Technician | C | Paul Prof' Herbert | E4 Argonian Hull Rotation | U | Gary A. Kalin | M3 Invincio Guardian | U | Melissa Benson | S3 Independent Pirate Ship | U | Gary A. Kalin | T2 Comet-Sinks | VC | Joseph A. Haveman Artist |
| C4 Boarding Party Nekrean Special Team | R | We'Ne Tina A. Thomas | E4 Hangar Bay | VR | Ted Beargon | 3 Shadow | U | Robert A. Kraus | S3 Independent Lug | VR | Douglas Shuler | T2 Commerce Moon | U | Richard J. Rausch |
| C4 Bounty Hunter | U | Robert A. Kraus | E4 Heavy Phaser Refit | U | Gary A. Kalin | H3 Shield Field | C | Gary A. Kalin | S4 Independent Pirate Ship | R | Randy Tarkas Hoar | T2 Ionized Particle Field | C | Mark Poole |
| C4 Corrupt Politician | U | Ben Peck | E4 Heavy Shuttle | U | Gary A. Kalin | M4 Alien Parasites | U | Doog Savage | S4 Local Police Ship | R | Lawrence Allen Williams | T2 Small Nebula-Kalins Small Red | VC | Gary A. Kalin |
| C4 Fighter Pilot | VR | Gary A. Kalin | E4 Multi-Purpose Phasers | R | Dan Gilman | M4 Harwesters | VR | Melissa Benson | S5 Ore Carrier | R | Lawrence Allen Williams | T3 Armory Moon | VC | Douglas Shuler |
| C4 Marine - Corporate Human | U | John Matson | E4 Shuttle Bomb | U | Ralph Pechia | M4 Sirens | U | Douglas Shuler | S6 Garbage Scow | U | Ron Roussele II | T3 Asteroid Belt - Bensaks | C | Gary A. Kalin |
| C4 Navigator | R | Melissa Benson | E4 Stellar Map | VR | Mark Poole | M4 Space Dragon | U | Ryan Gable | S6 Luxury Liner | VR | Lawrence Allen Williams | T3 Dragon Hole | U | Lawrence Allen Williams |
| C4 Pirate Captain | R | We'Ne Tina A. Thomas | E4 Tram Refit | U | Douglas Chaffee | M4 Spacetacian | VR | Mark Poole | S7 Independent Pirate Ship | C | Mark Poole | T3 Moon | C | STBA |
| C4 Security Officer | C | Melissa Benson | E5 Antimatter Mine | VR | Melissa Benson | M4 Spacetacian | VR | Douglas Shuler | S2 Argonian Escort | C | Gary A. Kalin | T3 Ore Moon | C | Gary A. Kalin |
| C4 Spiritual Leader | R | April Lee | E5 Distribution Nodes | U | C. Henry Schulte | M5 Automorph | R | Gary A. Kalin | S3 Argonian Frigate | C | Gary A. Kalin | T3 Planet - Sigry III | U | Gary A. Kalin |
| C5 Ambassador | VR | Ron Roussele II | E5 Fighter | R | Gary A. Kalin | M5 Large Phaser Eel | R | Gary A. Kalin | S4 Argonian Assault Carrier | U | Gary A. Kalin | T4 Planet - Podelkur Prime Rare | R | Mark Poole |
| C5 Communications Officer | U | Randy Tarkas Hoar | E5 Volatile Cargo | VR | Christina Wald | M5 Occumbus | R | Lawrence Allen Williams | S4 Argonian Destroyer | C | Gary A. Kalin | T4 Small Moon-Hidrik Manions Plant | R | STBA Artist |
| C5 Miner | VR | Nivard | E6 Deflection Transfer Device | VR | Gary A. Kalin | M5 Power Leech | VR | Ron Roussele II | S4 Argonian Minesweeper | U | Gary A. Kalin | T4 Small Planet - Bolzar IV | U | Joseph Haveman Artist |
| C5 Quartermaster | VR | Paul Prof' Herbert | E6 Heavy Weapon Refit | R | Ted Beargon | M5 Ship Mimic | VR | Ralph Pechia | S4 Argonian Science Vessel | U | Gary A. Kalin | T4 Small System - Rabull Looctoor | C | Beth Fay |
| C5 Science Officer - Indrigan | R | Douglas Shuler | E6 Repair Bay | VR | Gary A. Kalin | M5 Surface Monitor | VR | We'Ne Tina A. Thomas | S5 Argonian Scout Ship | U | Gary A. Kalin | T5 Dragon Cave | R | Lawrence Allen Williams |
| C5 Spy Technician | R | Ron Roussele II | E6 Reserve Power | VR | Alec Keating | M6 Invincio Guardian | R | Gary A. Kalin | S5 Argonian Whirlwind Light Cruiser | C | Gary A. Kalin | T5 Nebula - Homedoud | VR | Gary A. Kalin |
| C5 Suicide Squad | R | Douglas Shuler | E6 Sabot Sequencer | VR | Gary A. Kalin | M6 Mind Control Beatz | VR | Edward P. Beard Jr. | S6 Argonian Command Cruiser | R | Gary A. Kalin | T5 Planet - Candor II | U | Joseph Haveman Artist |
| C5 Weapons Officer | R | John Matson | E6 Super Computer | R | Cine A. Siegenhaler | M6 Scentzi Snails | VR | Robert A. Kraus | S6 Argonian Typhoon Heavy Cruiser | C | Gary A. Kalin | T5 Planet - Inqahat | U | Richard J. Rausch |
| C5 Ancient Spacefarer | VR | April Lee | E6 Warp Field Destabilization Gun | VR | Michael Trapp | M6 Seductress | VR | April Lee | S7 Argonian Battlecruiser - Star Right | R | Gary A. Kalin | T5 Planet - Soolban 7 | VC | Richard J. Rausch |
| C6 Base Commander | VR | Mark Poole | E7 Argonian Strobe | VR | Gary A. Kalin | M6 Shuttle Eater | VR | Nivard | S7 Argonian Heavy Carrier | R | Gary A. Kalin | T5 Planet - Nekrea Prime | R | Joseph Haveman Artist |
| C6 Captain - Haazer | R | Leslie Higley | E7 Heavy Fighter | VR | Gary A. Kalin | M6 Willkinn's Eye | VR | Lawrence Allen Williams | S8 Argonian Dreadnought | VR | Gary A. Kalin | T5 Small System - Grammermik | U | STBA Artist |
| C6 Clone | VR | We'Ne Tina A. Thomas | E7 Mine Rack | VR | Ron Roussele II | M7 Juggernaut | VR | Ron Roussele II | S9 Argonian Battleship | VR | Gary A. Kalin | T5 Small System - Hecsur-Draich | VC | Mitchell Davidson Bentley |
| C6 Commando | R | Lawrence Allen Williams | E8 Argonian Energy Flux Mode Enhancement | VR | Gary A. Kalin | M7 Luck Demon | VR | April Lee | S2 Bolzar Ultra Light Raider | U | Gary A. Kalin | T5 Star | R | Mitchell Davidson Bentley |
| C6 Damage Control Team | R | Ben Peck | E8 Bolzar Phaser Capacitors | VR | Ted Beargon | M7 Tri-Lateral Hexstangula | VR | Edward P. Beard Jr. | S3 Bolzar Light Pirate Raider | U | Gary A. Kalin | T6 Twin Planets - Verkishi I & II | R | Mitchell Davidson Bentley |
| C6 Mercenary | R | Robert A. Kraus | E8 Fuser | VR | Gary A. Kalin | M8 Fatal Horror | VR | Paul Prof' Herbert | S4 Bolzar Cargo Express | U | Gary A. Kalin | T6 Nekrean Asteroid Outpost | R | Ted Beargon |
| C6 Operations Officer | R | Ben Peck | E9 Distribution Nodes | VR | C. Henry Schulte | M8 Ship Collector | VR | Robert A. Kraus | S4 Bolzar Medium Raider | U | Gary A. Kalin | T6 Asteroid Field | R | Gary A. Kalin |
| C6 Planetary Leader | VR | We'Ne Tina A. Thomas | E9 Personal Corvette | VR | Mark Poole | M9 Hugh Phaser Eel | VR | Ron Roussele II | S4 Bolzar Stealth Raider | U | Gary A. Kalin | T6 Black Hole | VR | Joseph Haveman Artist |
| C6 Spyl | Nivard | S | H1 Shroud | VR | Ben Peck | M9 Kraken | VR | Mark Poole | S6 Bolzar Battlecruiser | R | Gary A. Kalin | T6 Planet-Vorn Kinged Gas Giant | R | Gary A. Kalin |
| C6 Squadron Commander | VR | Christina Wald | H1 Divergent Anomaly | C | Michael Trapp | O1 Breakdown | C | Gary A. Kalin | S7 Bolzar Dreadnought | VR | Ted Beargon | T6 Soches Comet | R | Gary A. Kalin |
| C6 Telepath | VR | We'Ne Tina A. Thomas | H1 Dust Cloud | C | Mitchell Davidson Bentley | O1 Illness | C | We'Ne Tina A. Thomas | S2 Corporate Escort | C | Gregg Glymph | T6 System-Gorpchook System | VR | Douglas Shuler |
| C7 Boarding Party | VR | April Lee | H1 Time Warp | R | Gary A. Kalin | O1 Sun Spot | R | We'Ne Tina A. Thomas | S2 Corporate Frigate | C | Gregg Glymph | T7 Planet-Krebazar | VR | Mitchell Davidson Bentley |
| C7 Doctor | R | Ron Roussele II | H2 Gravity Well | C | Mark Poole | O2 Comet Impact | R | Douglas Shuler | S3 Corporate Destroyer | C | Gregg Glymph | T7 System-Argo | VR | Joseph Haveman Artist |
| C7 Mystic Wanderer | VR | Douglas Shuler | H2 Ion Storm | C | Joseph Haveman Artist | O2 Gold Yen | U | Susan Van Camp | S4 Corporate Light Cruiser | C | Gregg Glymph | T8 Dragon Lair | R | Robert A. Kraus |
| C7 Reserve Commodore | VR | Christina Wald | H2 Meteor Shower | U | Douglas Shuler | O2 Injury | C | Ben Peck | S4 Corporate Minesweeper | U | Gregg Glymph | T8 System-Scandig | VR | STBA Artist |
| C7 Saboteur | R | Mark Poole | H3 Pulsar | C | Gary A. Kalin | O2 Natural Disaster | U | Susan Van Camp | S5 Corporate Scout Cruiser | C | Gregg Glymph | 8 System-Mechad System | VR | Mitchell Davidson Bentley |
| C8 Assassin | VR | Melissa Benson | H3 Quasar | R | Michael Trapp | O2 Serious Hull Breach | R | April Lee | S6 Corporate Heavy Cruiser | U | Gregg Glymph | T9 Dragon Lair | R | Robert A. Kraus |
| C8 Commodore | VR | Ron Roussele II | H3 Radioactive Dust Cloud | U | Douglas Shuler | O2 Space Debris | U | We'Ne Tina A. Thomas | S7 Corporate Battlecruiser | U | Gregg Glymph | T9 Large Planet-Corporate Homeworld | VR | Mitchell Davidson Bentley |
| C8 General | VR | Mark Poole | H3 Small Mine Field | R | Ron Roussele II | O3 Bureaucracy | R | Ben Peck | S7 Corporate Command Cruiser | U | Gregg Glymph | T9 Nekrean Asteroid Starbase | VR | Randy Tarkas Hoar |
| C8 Mechad Overlord | R | Robert A. Kraus | H4 Cosmic Rays | R | Mark Poole | O3 Defensive Electronic Warfare | U | Nivard | S8 Corporate Dreadnought | VR | Gregg Glymph | O2 Natural Disaster | U | Susan Van Camp |
| C8 Rear Admiral | VR | Susan Van Camp | H4 Nova - Effect Left | U | Richard J. Rausch | O3 Early Warning Beacon | C | Michael Trapp | S9 Corporate Battleship | VR | Gregg Glymph | O2 Serious Hull Breach | R | April Lee |
| C9 Admiral | VR | Melissa Benson | H4 Nova - Effect Right | U | Richard J. Rausch | O3 Forced Retreat | C | Gary A. Kalin | S3 Indrigan Light Carrier | C | Gary A. Kalin | O2 Space Debris | U | We'Ne Tina A. Thomas |
| C9 Indrigan Chieftain | VR | Dan Gilman | H4 Warp Funnel | U | Gary A. Kalin | O3 Offensive Electronic Warfare | C | Ron Roussele II | S4 Indrigan Frigate | VC | Gary A. Kalin | | | |
| C9 Marauder | U | Robert A. Kraus | H5 EM Burst | R | Mitchell Davidson Bentley | O3 Offense | | | | | | | | |



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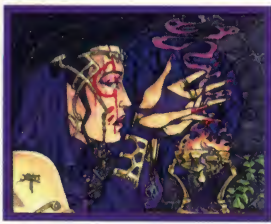
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ALPHA



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| Air Elemental | U | Sum | UI | \$4.81 | \$3.25 | \$ 3.00 |
| Ancestral Recall | U | Ins | RI | \$50.00 | \$46.50 | \$40.75 |
| Animate Artifact | U | EArt | UI | \$3.00 | \$3.00 | \$ 3.00 |
| Animate Dead | B | EDCr | UI | \$3.94 | \$3.00 | \$ 2.25 |
| Animate Wall | W | EW | RI | \$10.00 | \$9.00 | \$ 6.50 |
| Ankh of Mishra | A | C | RI | \$11.50 | \$10.00 | \$ 8.50 |
| Armageddon | W | Sor | RI | \$15.00 | \$14.75 | \$13.00 |
| Aspect of Wolf | G | ECr | RI | \$13.00 | \$12.75 | \$9.88 |
| Bad Moon | B | E | RI | \$16.50 | \$12.00 | \$11.25 |
| Badlands | B/R | DL | RI | \$17.75 | \$13.50 | \$11.50 |
| Balance | W | Sor | RI | \$14.50 | \$12.50 | \$11.25 |
| Basalt Monolith | A | M | UI | \$5.63 | \$3.00 | \$3.00 |
| Bayou | B/G | DL | RI | \$17.75 | \$13.50 | \$11.50 |
| Benalish Hero | W | Sum | CI | \$1.50 | \$0.50 | \$0.50 |
| Berserk | G | Ins | UI | \$18.50 | \$12.00 | \$10.00 |
| Birds of Paradise | G | Sum | RI | \$16.25 | \$13.50 | \$12.75 |
| Black Knight | B | Sum | UI | \$6.88 | \$4.25 | \$3.13 |
| Black Lotus | A | M | RI | \$117.50 | \$100.00 | \$91.50 |
| Black Vise | A | C | UI | \$6.00 | \$4.50 | \$3.00 |
| Black Ward | W | ECr | UI | \$2.81 | \$2.13 | \$2.00 |
| Blaze of Glory | W | Ins | RI | \$43.25 | \$35.50 | \$30.75 |
| Blessing | W | ECr | RI | \$16.75 | \$13.00 | \$11.50 |
| Blue Elemental Blast | U | Int | CI | \$1.50 | \$0.50 | \$0.40 |
| Blue Ward | W | ECr | UI | \$2.75 | \$2.00 | \$2.00 |
| Bog Wraith | B | Sum | UI | \$4.69 | \$3.38 | \$3.00 |
| Brangeyser | U | Sor | RI | \$14.88 | \$13.25 | \$10.50 |
| Burrowing | R | ECr | UI | \$3.00 | \$3.00 | \$2.44 |
| Camouflage | G | Ins | UI | \$13.50 | \$10.00 | \$8.75 |
| Castle | W | E | UI | \$4.69 | \$3.00 | \$3.00 |
| Celestial Prism | A | M | UI | \$4.25 | \$3.25 | \$3.00 |
| Channel | G | Sor | UI | \$6.50 | \$6.00 | \$3.63 |
| Chaos Orb | A | M | RI | \$60.50 | \$50.00 | \$48.50 |
| Chaosdaze | R | Int | RI | \$10.00 | \$9.50 | \$8.25 |
| CoP:Blue | W | E | CI | \$1.50 | \$1.00 | \$0.60 |
| CoP:Green | W | E | CI | \$1.50 | \$1.00 | \$0.60 |
| CoP:Red | W | E | CI | \$1.50 | \$1.25 | \$0.70 |
| CoP:White | W | E | CI | \$1.50 | \$1.00 | \$0.60 |
| Clockwork Beast | A | Cr | RI | \$16.50 | \$11.50 | \$10.25 |
| Clone | U | Sum | UI | \$5.56 | \$3.63 | \$3.00 |
| Cockatrice | G | Sum | RI | \$14.25 | \$12.00 | \$10.50 |
| Consecrate Land | W | EL | UI | \$14.25 | \$11.00 | \$10.00 |
| Conservator | A | M | UI | \$3.38 | \$2.50 | \$2.00 |
| Contract from Below | B | Sor | RI | \$10.00 | \$10.00 | \$8.50 |
| Control Magic | U | ECr | UI | \$5.25 | \$3.00 | \$3.00 |
| Conversion | W | E | UI | \$4.13 | \$3.00 | \$3.00 |
| Copper Tablet | A | C | UI | \$8.75 | \$7.75 | \$6.38 |
| Copy Artifact | U | E | RI | \$10.00 | \$9.50 | \$8.25 |
| Counterspell | U | Int | UI | \$5.50 | \$3.75 | \$3.13 |
| Craw Worm | G | Sum | CI | \$1.50 | \$1.00 | \$0.80 |
| Creature Bond | U | ECr | CI | \$1.50 | \$0.50 | \$0.40 |
| Crusade | W | E | RI | \$16.75 | \$12.50 | \$11.25 |
| Crystal Rod | A | P | UI | \$5.38 | \$3.25 | \$2.25 |
| Cursed Land | B | EL | UI | \$3.00 | \$3.00 | \$1.88 |
| Cyclopean Tomb | A | M | RI | \$63.75 | \$50.00 | \$50.00 |
| Dark Ritual | B | Int | CI | \$1.50 | \$0.50 | \$0.50 |
| Darkpact | B | Sor | RI | \$10.75 | \$10.00 | \$7.75 |
| Death Ward | W | Ins | CI | \$1.50 | \$1.00 | \$0.50 |
| Deathrite | B | E | UI | \$4.19 | \$3.50 | \$3.00 |
| Deathspell | B | Int | RI | \$9.75 | \$8.00 | \$6.25 |
| Demonic Attorney | B | Sor | RI | \$9.94 | \$9.38 | \$8.25 |
| Demonic Hordes | B | Sum | RI | \$24.50 | \$22.00 | \$17.00 |
| Demonic Tutor | B | Sor | UI | \$9.13 | \$4.63 | \$4.06 |
| Dingus Egg | A | C | RI | \$15.00 | \$12.00 | \$10.50 |
| Disenchant | W | Ins | CI | \$1.50 | \$1.00 | \$0.60 |
| Disintegrate | R | Sor | CI | \$1.50 | \$1.00 | \$0.60 |
| Disrupting Scepter | A | M | RI | \$11.50 | \$10.00 | \$8.50 |
| Dragon Whelp | R | Sum | UI | \$6.69 | \$3.63 | \$3.00 |
| Drain Life | B | Sor | CI | \$1.50 | \$1.00 | \$0.50 |
| Drain Power | U | Sor | RI | \$14.25 | \$11.50 | \$8.75 |
| Drudge Skeletons | B | Sum | CI | \$1.50 | \$1.00 | \$0.50 |
| Dwarven Demolition Team | R | Sum | UI | \$9.75 | \$8.50 | \$6.88 |
| Dwarven Warriors | R | Sum | CI | \$1.50 | \$0.50 | \$0.30 |
| Earth Elemental | R | Sum | UI | \$3.00 | \$3.00 | \$3.00 |
| Earthbind | R | ECr | CI | \$1.50 | \$0.50 | \$0.30 |
| Earthquake | R | Sor | RI | \$12.75 | \$11.00 | \$9.25 |
| Eldritch Archers | G | Sum | RI | \$17.50 | \$13.00 | \$10.00 |
| Evil Presence | B | EL | UI | \$3.00 | \$3.00 | \$1.88 |
| False Orders | R | Ins | CI | \$5.00 | \$4.50 | \$3.50 |
| Farmstead | W | E | RI | \$13.75 | \$10.00 | \$8.50 |
| Fastbond | G | E | RI | \$11.50 | \$9.50 | \$8.25 |
| Fear | B | ECr | CI | \$1.50 | \$0.50 | \$0.30 |
| Feedback | U | EE | UI | \$5.38 | \$3.25 | \$3.00 |
| Fire Elemental | R | Sum | UI | \$6.00 | \$3.00 | \$3.00 |
| Fireball | R | Sor | CI | \$1.50 | \$1.00 | \$0.60 |
| Firebreathing | R | ECr | CI | \$1.50 | \$0.50 | \$0.40 |
| Flashfires | R | Sor | UI | \$3.00 | \$3.00 | \$2.44 |
| Flight | U | ECr | CI | \$1.50 | \$0.50 | \$0.40 |
| Fog | G | Ins | CI | \$1.50 | \$0.60 | \$0.50 |
| Force of Nature | G | Sum | RI | \$27.50 | \$24.50 | \$21.50 |
| Forcefield | A | P | RI | \$71.25 | \$57.50 | \$53.75 |
| Forest Path | G | L | CI | \$0.45 | \$0.25 | \$0.16 |
| Forest Rocks | G | L | CI | \$0.45 | \$0.25 | \$0.16 |
| Fork | R | Int | RI | \$18.63 | \$13.75 | \$10.75 |
| Frozen Shade | B | Sum | CI | \$1.50 | \$0.50 | \$0.40 |
| Fungusaur | G | Sum | RI | \$16.75 | \$12.50 | \$10.50 |
| Gaea's Liege | G | Sum | RI | \$24.50 | \$22.00 | \$16.50 |
| Gauntlet of Might | A | C | RI | \$73.75 | \$70.00 | \$70.00 |
| Giant Growth | G | Ins | CI | \$0.90 | \$0.50 | \$0.30 |
| Giant Spider | G | Sum | CI | \$1.50 | \$0.50 | \$0.40 |

| CARD NAME | COLOR | TYPE | RARITY | UPPER | MEDIAN | LOWER |
|-------------------------|-------|------|--------|---------|---------|---------|
| Glasses of Urza | A | M | UI | \$4.44 | \$3.63 | \$2.63 |
| Gloom | B | E | UI | \$5.38 | \$3.25 | \$3.00 |
| Goblin Balloon Brigade | R | Sum | UI | \$3.38 | \$2.63 | \$1.69 |
| Goblin King | R | Sum | RI | \$19.50 | \$16.00 | \$11.00 |
| Granite Gargoyle | R | Sum | RI | \$14.88 | \$13.25 | \$10.50 |
| Gray Ogre | R | Sum | CI | \$1.50 | \$0.50 | \$0.30 |
| Green Ward | W | E | UI | \$3.00 | \$2.50 | \$2.00 |
| Greasy Beasts | G | Sum | CI | \$1.50 | \$0.50 | \$0.40 |
| Guardian Angel | W | Ins | CI | \$1.50 | \$0.50 | \$0.40 |
| Healing Salve | W | Ins | RI | \$1.50 | \$0.50 | \$0.40 |
| Helm of Chazuk | A | M | RI | \$14.50 | \$12.50 | \$10.50 |
| Hill Giant | R | Sum | CI | \$1.50 | \$0.50 | \$0.30 |
| Holy Armor | W | ECr | CI | \$1.50 | \$0.50 | \$0.40 |
| Holy Strength | W | ECr | CI | \$1.50 | \$0.50 | \$0.40 |
| Howl from Beyond | B | Ins | CI | \$1.50 | \$0.50 | \$0.25 |
| Howling Mine | A | C | RI | \$14.25 | \$11.00 | \$10.00 |
| Horizon Minotaur | R | Sum | CI | \$1.50 | \$0.50 | \$0.30 |
| Hurricane | G | Sor | UI | \$3.69 | \$3.25 | \$3.00 |
| Hydroic Specter | B | Sum | UI | \$6.88 | \$4.50 | \$3.63 |
| Icy Storm | G | Sor | UI | \$14.25 | \$11.50 | \$10.25 |
| Icy Manipulator | A | M | RI | \$50.00 | \$40.50 | \$32.50 |
| Illusionary Mask | A | P | RI | \$45.00 | \$44.00 | \$40.75 |
| Instill Energy | G | ECr | UI | \$4.63 | \$3.25 | \$2.25 |
| Invisibility | U | ECr | CI | \$7.38 | \$6.50 | \$5.25 |
| Iron Star | A | P | UI | \$4.25 | \$3.25 | \$2.25 |
| Ironclaw Orcs | R | Sum | CI | \$3.00 | \$3.00 | \$1.00 |
| Ironroot Trefolk | G | Sum | CI | \$1.50 | \$1.00 | \$0.50 |
| Island Sanctuary | W | E | RI | \$16.00 | \$12.00 | \$7.50 |
| Island Blue | U | L | CI | \$0.45 | \$0.25 | \$0.16 |
| Island Golden | U | L | CI | \$0.50 | \$0.40 | \$0.19 |
| Jade Cup | A | P | UI | \$3.38 | \$3.00 | \$2.25 |
| Jade Monolith | A | P | RI | \$10.00 | \$9.50 | \$8.25 |
| Jade Statue | A | M | RI | \$14.50 | \$10.00 | \$9.25 |
| Jayemdae Tome | A | M | RI | \$11.88 | \$11.00 | \$10.13 |
| Juggernaut | A | ACr | UI | \$5.75 | \$4.25 | \$3.13 |
| Jump | U | Ins | CI | \$1.50 | \$0.50 | \$0.25 |
| Karma | W | E | UI | \$7.00 | \$3.00 | \$3.00 |
| Keldon Warlord | R | Sum | UI | \$8.19 | \$3.25 | \$3.00 |
| Kormus Bell | A | C | RI | \$13.75 | \$10.00 | \$8.50 |
| Kudzu | G | EL | RI | \$11.50 | \$10.00 | \$8.50 |
| Lance | W | ECr | UI | \$4.13 | \$3.00 | \$3.00 |
| Ley Druid | G | Sum | UI | \$3.00 | \$3.00 | \$2.25 |
| Library of Leng | A | C | UI | \$4.44 | \$3.63 | \$2.25 |
| Lich | B | E | RI | \$50.00 | \$50.00 | \$50.00 |
| Lifelace | G | E | UI | \$3.38 | \$3.00 | \$3.00 |
| Lifelace | G | Int | RI | \$9.75 | \$9.00 | \$6.75 |
| Lifepath | U | E | UI | \$3.69 | \$3.25 | \$3.00 |
| Lightning Bolt | R | Ins | CI | \$1.50 | \$1.00 | \$0.60 |
| Living Artifact | G | EArt | RI | \$12.00 | \$12.00 | \$10.50 |
| Living Lands | G | EL | RI | \$14.25 | \$12.00 | \$10.50 |
| Living Wall | A | ACr | UI | \$4.44 | \$3.63 | \$2.25 |
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| Lord of Atlantis | U | Sum | RI | \$17.50 | \$14.50 | \$10.75 |
| Lord of the Pit | B | Sum | RI | \$26.38 | \$22.25 | \$16.25 |
| Lure | G | ECr | UI | \$5.38 | \$3.50 | \$3.13 |
| Magical Hack | U | Int | RI | \$16.75 | \$12.50 | \$10.50 |
| Mahamoti Djinn | U | Sum | RI | \$20.25 | \$14.00 | \$12.63 |
| Mana Flare | R | E | RI | \$14.25 | \$12.00 | \$10.50 |
| Mana Short | U | Ins | RI | \$16.25 | \$12.00 | \$11.00 |
| Mana Vault | A | M | RI | \$10.75 | \$10.00 | \$9.25 |
| Manabarb | R | E | RI | \$11.50 | \$10.00 | \$8.50 |
| Meekstone | A | C | RI | \$14.25 | \$12.00 | \$10.50 |
| Merfolk of the Pearl Tr | U | Sum | CI | \$1.50 | \$0.50 | \$0.40 |
| Mesa Pegasus | W | Sum | CI | \$1.50 | \$0.50 | \$0.30 |
| Mind Twist | B | Sor | RI | \$16.75 | \$12.50 | \$10.50 |
| Moss's Goblin Raiders | R | Sum | CI | \$1.50 | \$0.50 | \$0.30 |
| Mountain Blue | R | L | CI | \$0.45 | \$0.25 | \$0.16 |
| Mountain Brown | R | L | CI | \$0.45 | \$0.25 | \$0.16 |
| Moat Emerald | A | M | RI | \$75.00 | \$75.00 | \$62.50 |
| Mox Jet | A | M | RI | \$75.00 | \$75.00 | \$62.50 |
| Mox Pearl | A | M | RI | \$75.00 | \$75.00 | \$62.50 |
| Mox Ruby | A | M | RI | \$75.00 | \$75.00 | \$62.50 |
| Mox Sapphire | A | M | RI | \$75.00 | \$75.00 | \$62.50 |
| Natural Selection | G | Ins | RI | \$42.50 | \$40.00 | \$34.00 |
| Neutral Shadow | B | Sum | RI | \$12.50 | \$10.50 | \$9.25 |
| Nettling Imp | B | Sum | UI | \$6.10 | \$3.50 | \$3.15 |
| Nevinyrral's Disk | A | M | RI | \$16.50 | \$11.00 | \$10.00 |
| Nightmare | B | Sum | RI | \$29.00 | \$23.00 | \$16.25 |
| Northern Paladin | W | Sum | RI | \$24.75 | \$18.00 | \$15.75 |
| Obsidian Golem | A | ACr | UI | \$4.44 | \$3.80 | \$3.15 |
| Orchid Artillery | R | Sum | UI | \$8.50 | \$3.00 | \$3.00 |
| Orchid Oriflame | R | E | UI | \$15.00 | \$9.00 | \$4.75 |
| Paralyze | B | ECr | CI | \$1.50 | \$0.50 | \$0.40 |
| Pearled Unicorn | W | Sum | CI | \$1.50 | \$0.50 | \$0.25 |
| Personal Incarnation | W | Sum | RI | \$21.00 | \$17.00 | \$13.30 |
| Pestilence | B | E | CI | \$1.50 | \$0.50 | \$0.35 |
| Phantasmal Forces | U | Sum | UI | \$4.50 | \$3.00 | \$3.00 |
| Phantasmal Terrain | U | Sum | CI | \$1.50 | \$0.50 | \$0.25 |
| Phantom Monster | U | Sum | UI | \$3.00 | \$3.00 | \$3.00 |
| Pirate Ship | U | Sum | RI | \$14.25 | \$11.75 | \$10.38 |
| Plague Rats | B | Sum | CI | \$1.50 | \$1.00 | \$1.00 |
| Plains No Trees | W | L | CI | \$0.45 | \$0.25 | \$0.15 |
| Plains Trees | W | L | CI | \$0.45 | \$0.25 | \$0.15 |
| Plateau | R/W | DL | RI | \$16.75 | \$13.00 | \$10.75 |
| Power Leak | U | EE | CI | \$1.50 | \$0.50 | \$0.40 |
| Power Sink | U | Int | CI | \$1.50 | \$0.50 | \$0.40 |
| Power Surge | R | E | RI | \$12.00 | \$12.00 | \$10.50 |
| Prodigal Sorcerer | U | Sum | CI | \$1.50 | \$1.00 | \$0.80 |
| Psionic Blast | U | Ins | UI | \$8.40 | \$7.75 | \$6.40 |

| CARD NAME | COLOR | TYPE | RARITY | UPPER | MEDIAN | LOWER |
|---------------------|-------|------|--------|---------|---------|---------|
| Psychic Venom | U | EL | CI | \$1.50 | \$1.00 | \$0.30 |
| Purulence | W | Int | RI | \$9.75 | \$9.00 | \$8.25 |
| Raging River | R | E | RI | \$48.75 | \$44.00 | \$40.75 |
| Raise Dead | B | Sor | CI | \$1.50 | \$0.50 | \$0.30 |
| Red Elemental Blast | R | Ins | CI | \$1.50 | \$0.50 | \$0.40 |
| Red Ward | W | ECr | UI | \$3.00 | \$3.00 | \$2.25 |
| Regeneration | G | ECr | CI | | | |

Game Card Collector & Player Program

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 - Collection valuation report, complete or by set.
 - Deck listings to make assembly easy.
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This is an actual screen from the program. It shows the basic information about the card for Casting Cost, Power, Strength, Rarity, Type, Set, and quantities. It also has a place for text and all special abilities, like Flying or Trample and Special user defined fields.

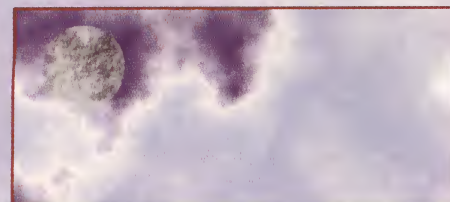
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HOW TO USE THE SCRYE GUIDE

SCRYE is the most accurate and current sources of Game Card prices. This price guide was designed to address the needs of the novice and avid collector. The prices in the guide have been obtained from regional retail and mail order outlets across the country, to give you the most accurate picture of the current market trends, and to supply you with a frame in which your collection can be judged.

Only A Guide...

SCRYE listings are to be used only as a guide. Prices contained in the card lists do not represent an offer by the staff, regional advisor, or support retailer, to buy or sell.

The Numbers

The SCRYE price system is based on quartiles. We give you three figures, not to confuse you, but to allow you to note the cards which have wide regional ranges and the cards which have very stable prices.

Quartiles

Between 1 and 100 there are 3 quartiles: 25%, 50%, and 75%. The prices in SCRYE show the Upper Quartile (75%) and the Lower Quartile (25%). The SCRYE prices, therefore, represent the 50% range of prices (from 25% to 75%). 25% of the prices were higher than the Upper Price and 25% were lower than the Lower price. The

Median is the true Median of all data collected.

The first column, labeled UPPER, is the upper quartile of the prices that we received. The second column, MEDIAN, is the median price of the card and the third column, LOWER, is the lower quartile of all the prices which we received. The median is similar to the average but is a better representation of the value because it is less affected by large variations in prices than a simple average would be.

The Prices

The Upper and Lower Quartiles give a good indication of the validity of the median price. A large difference between the quartiles and the median indicates that there is a considerable variation in prices which we received. If the Median figure differs greatly from the Upper and Lower Quartile values, then the range of prices nationally was great. If the Upper and Lower Quartiles are very close in price to the median, then the range is very small.

The Arrows

The Arrows to the right of the Median price denote a change in the Median from the previous issue of Scrye. We mark only the Median, because a change in the High or low does not necessarily represent a change in the market overall.

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Codes For Magic: The Gathering

Color

A: Artifact
B: Black
Be: Beige/Colorless
G: Green
Gld: Gold
R: Red
U: Blue
W: White

Rarity

Note: Some sets are only made up of Uncommon and Common cards. In the

SCRYE guide, sometimes type U1 commons are called R and type C1 Commons are noted as U.

C: Common

R: Rare

Type

A: Artifact
Art: Artifact
ACr: Artifact Creature
C: Continuous Artifact
DL: Dual Land
E: Enchantment
EArt: Enchant Artifact
ECr: Enchant Creature
EDCr: Enchant Dead

Creature

EE: Enchant Enchantment
EL: Enchant Land
EWl: Enchant Wall
EW: Enchant World
Ins: Instant
Int: Interrupt
L: Land
Leg: Legends
LL: Legendary Land
M: Mono Artifact
P: Poly Artifact
Sor: Sorcery
Sum: Summon

Codes For Spellfire

Rarity

C: Common

U: Uncommon
R: Rare
RLM: Realm
SP: Special
Type
A: Artifact
Al: Ally
Cl: Cleric
ClSp: Cleric Spell
Dr: Dragon
DwHe: Dwarven Hero
Ev: Event
H: Holding
He: Hero
M: Monster
MI: Magic Item
U: Undead
W: Wizard
Wr: Warrior

WSp: Wizard Spell

Codes For Jyhad

Rarity

C: Common
U: Uncommon
R: Rare
PoA: Political Action
V: Vampire

Type

Ac: Action
AcM: Action Modifier
Al: Ally
BR: Brujah
CA: Caitiff
Co: Combat
Eq: Equipment

GA: Gangrel
Ju: Justicar
loc: location
MA: Malkavian
Ma: Master
me: mele
NO: Nosferatu
oot: out-of-turn
Pm: Pimogen
Pr: Prince
Po: Political
PoA: Political Action
Re: Retainer
ReA: Reaction
sk: skill
TO: Toreador
TR: Tremere
Uq: Unique
vcl: vehicle
VE: Ventru
wpn: weapon

Description
Note: This includes the skills needed to use certain cards as well as skills known by various vampires. Capitalization represents the superior use of an ability.
an: Animalism
au: Auspex
ce: Celerity
do: Dominate
fo: Fortitude
ob: Obfuscate
po: Potence
pr: Presence
pt: Protean
th: Thaumaturgy



PRICE GUIDE

BETA



| CARD NAME | COLOR | TYPE | RARITY | UPPER | MEDIAN | LOWER |
|-------------------------|-------|------|--------|---------|---------|---------|
| Air Elemental | U | Sum | U | \$ 3.50 | \$ 3.00 | \$ 2.50 |
| Ancestral Recall | U | Ins | RI | \$40.00 | \$36.00 | \$34.00 |
| Animate Artifact | U | EArt | U | \$ 3.00 | \$ 2.50 | \$ 2.00 |
| Animate Dead | B | EDCr | U | \$ 3.50 | \$ 2.50 | \$ 1.50 |
| Animate Wall | W | EW | RI | \$ 8.50 | \$ 6.00 | \$ 4.00 |
| Ankh of Mishra | A | C | RI | \$ 8.50 | \$ 7.00 | \$ 5.00 |
| Armageddon | W | Sor | RI | \$11.00 | \$10.00 | \$ 8.00 |
| Aspect of Wolf | G | ECR | RI | \$10.00 | \$10.00 | \$ 8.00 |
| Bad Moon | B | E | RI | \$10.00 | \$10.00 | \$ 7.00 |
| Badlands | B/R | DL | RI | \$12.00 | \$10.00 | \$ 8.00 |
| Balance | A | M | UI | \$10.00 | \$ 9.50 | \$ 4.63 |
| Basalt Monolith | A | M | UI | \$ 3.50 | \$ 3.00 | \$ 2.00 |
| Bayou | B/G | DL | RI | \$12.00 | \$10.00 | \$ 8.00 |
| Benalish Hero | W | Sum | CI | \$ 1.00 | \$ 0.63 | \$ 0.38 |
| Berserk | G | Ins | UI | \$16.00 | \$12.50 | \$ 8.88 |
| Birds of Paradise | G | Sum | RI | \$11.00 | \$10.00 | \$ 7.00 |
| Black Knight | B | Sum | UI | \$ 4.13 | \$ 3.00 | \$ 3.00 |
| Black Lotus | A | M | RI | \$88.75 | \$80.00 | \$50.00 |
| Black Vise | A | C | UI | \$ 4.00 | \$ 3.00 | \$ 2.50 |
| Black Ward | W | ECR | UI | \$ 2.88 | \$ 2.00 | \$ 1.63 |
| Blaze of Glory | W | Ins | RI | \$35.00 | \$25.00 | \$25.00 |
| Blessing | W | ECR | RI | \$11.00 | \$10.00 | \$ 8.00 |
| Blue Elemental Blast | U | Int | CI | \$ 1.00 | \$ 0.63 | \$ 0.38 |
| Blue Ward | W | ECR | UI | \$ 3.00 | \$ 2.00 | \$ 1.00 |
| Bog Wraith | B | Sum | UI | \$ 4.00 | \$ 3.00 | \$ 2.50 |
| Brangblyser | U | Sor | RI | \$10.00 | \$10.00 | \$ 5.00 |
| Burrowing | R | ECR | UI | \$ 3.00 | \$ 2.25 | \$ 1.63 |
| Camouflage | G | Ins | UI | \$11.00 | \$ 8.00 | \$ 7.00 |
| Castle | W | E | UI | \$ 3.38 | \$ 2.75 | \$ 1.63 |
| Celestial Prism | A | M | UI | \$ 3.00 | \$ 3.00 | \$ 2.50 |
| Channel | G | Sor | UI | \$ 4.00 | \$ 3.00 | \$ 2.50 |
| Chaos Orb | A | M | RI | \$48.75 | \$40.00 | \$39.25 |
| Chaosdrace | R | Int | RI | \$ 8.50 | \$ 6.00 | \$ 3.50 |
| CoP:Black | W | E | CI | \$ 1.00 | \$ 0.75 | \$ 0.45 |
| CoP:Blue | W | E | CI | \$ 1.00 | \$ 0.75 | \$ 0.45 |
| CoP:Green | W | E | CI | \$ 1.00 | \$ 0.75 | \$ 0.45 |
| CoP:Red | W | E | CI | \$ 1.00 | \$ 0.75 | \$ 0.45 |
| CoP:White | W | E | CI | \$ 1.00 | \$ 0.75 | \$ 0.45 |
| Clockwork Beast | A | Cr | RI | \$10.00 | \$ 9.00 | \$ 5.25 |
| Clone | U | Sum | UI | \$ 5.00 | \$ 3.50 | \$ 2.50 |
| Cockatrice | G | Sum | RI | \$10.00 | \$10.00 | \$ 7.50 |
| Consecrate Land | W | EL | UI | \$10.00 | \$ 8.00 | \$ 7.00 |
| Consecrate | A | M | UI | \$ 3.00 | \$ 2.50 | \$ 2.00 |
| Contract from Below | B | Sor | RI | \$ 8.00 | \$ 6.00 | \$ 5.00 |
| Control Magic | U | ECR | UI | \$ 4.00 | \$ 3.00 | \$ 2.00 |
| Conversion | W | E | UI | \$ 3.00 | \$ 2.75 | \$ 1.33 |
| Copper Tablet | A | C | UI | \$ 8.00 | \$ 7.00 | \$ 6.00 |
| Copy Artifact | U | E | RI | \$10.00 | \$ 8.00 | \$ 5.00 |
| Counterspell | U | Int | UI | \$ 4.00 | \$ 3.00 | \$ 2.80 |
| Craw Worm | G | Sum | CI | \$ 1.00 | \$ 0.88 | \$ 0.69 |
| Creature Bond | W | ECR | CI | \$ 1.00 | \$ 0.63 | \$ 0.38 |
| Crusade | W | E | RI | \$11.00 | \$10.00 | \$ 7.00 |
| Crystal Rod | A | P | UI | \$ 4.00 | \$ 3.00 | \$ 2.00 |
| Cursed Land | B | EL | UI | \$ 2.88 | \$ 2.00 | \$ 1.20 |
| Cyclopean Tomb | A | M | RI | \$47.50 | \$40.00 | \$31.00 |
| Dark Ritual | B | Int | CI | \$ 1.00 | \$ 0.63 | \$ 0.40 |
| Darkpact | B | Sor | RI | \$ 8.50 | \$ 6.00 | \$ 5.00 |
| Death Ward | W | Ins | CI | \$ 1.00 | \$ 0.63 | \$ 0.38 |
| Deathgrip | B | E | UI | \$ 3.00 | \$ 2.75 | \$ 2.00 |
| Deathlace | B | Int | RI | \$ 8.50 | \$ 6.00 | \$ 3.50 |
| Demonic Attorney | B | Sor | RI | \$ 8.50 | \$ 6.00 | \$ 5.00 |
| Demonic Hordes | B | Sum | RI | \$16.00 | \$15.00 | \$ 8.00 |
| Demonic Tutor | B | Sor | UI | \$ 6.00 | \$ 3.50 | \$ 3.00 |
| Dingus Egg | A | C | RI | \$10.00 | \$ 9.00 | \$ 5.00 |
| Disenchanted | W | Ins | CI | \$ 1.00 | \$ 1.00 | \$ 0.69 |
| Disintegrate | R | Sor | CI | \$ 1.13 | \$ 0.88 | \$ 0.71 |
| Disrupting Scepter | A | M | RI | \$ 8.50 | \$ 8.00 | \$ 5.00 |
| Dragon Whelp | R | Sum | UI | \$ 4.00 | \$ 3.00 | \$ 3.00 |
| Drain Life | B | Sor | CI | \$ 1.00 | \$ 0.63 | \$ 0.38 |
| Drain Power | U | Sor | RI | \$10.00 | \$10.00 | \$ 5.00 |
| Drudge Skeletons | B | Sum | CI | \$ 1.00 | \$ 0.63 | \$ 0.40 |
| Dwarven Demolition Team | R | Sum | UI | \$10.00 | \$ 6.50 | \$ 5.13 |
| Dwarven Warriors | R | Sum | CI | \$ 1.00 | \$ 0.63 | \$ 0.38 |
| Earth Elemental | R | Sum | UI | \$ 3.00 | \$ 3.00 | \$ 2.00 |
| Earthbind | R | ECR | CI | \$ 1.00 | \$ 0.63 | \$ 0.38 |
| Earthquake | R | Sor | RI | \$ 9.00 | \$ 6.00 | \$ 5.00 |
| Eldritch Archers | G | Sum | RI | \$10.00 | \$10.00 | \$ 7.50 |
| Evil Presence | B | EL | UI | \$ 3.00 | \$ 2.00 | \$ 1.50 |
| False Orders | R | Ins | CI | \$ 4.75 | \$ 3.50 | \$ 3.00 |
| Farmstead | W | E | RI | \$ 9.00 | \$ 8.00 | \$ 5.00 |
| Fatso | G | E | RI | \$ 8.50 | \$ 6.00 | \$ 5.00 |
| Fear | B | ECR | CI | \$ 1.00 | \$ 0.63 | \$ 0.38 |
| Feedback | U | EE | UI | \$ 4.00 | \$ 3.00 | \$ 2.50 |
| Fire Elemental | R | Sum | UI | \$ 4.50 | \$ 2.75 | \$ 1.48 |
| Fireball | R | Sor | CI | \$ 1.00 | \$ 0.88 | \$ 0.71 |
| Firebreathing | R | ECR | CI | \$ 1.00 | \$ 0.63 | \$ 0.38 |
| Flashlites | R | Sor | UI | \$ 3.00 | \$ 2.25 | \$ 1.35 |
| Flight | U | ECR | CI | \$ 1.00 | \$ 0.63 | \$ 0.38 |
| Fog | G | Ins | CI | \$ 1.00 | \$ 0.63 | \$ 0.40 |
| Force of Nature | G | Sum | RI | \$19.00 | \$14.00 | \$12.00 |
| Forcefield | A | P | RI | \$60.00 | \$46.00 | \$39.00 |
| Forest Eyes | G | L | CI | \$ 0.25 | \$ 0.18 | \$ 0.10 |
| Forest Path | G | L | CI | \$ 0.25 | \$ 0.18 | \$ 0.10 |
| Forest Rocks | G | L | CI | \$ 0.25 | \$ 0.18 | \$ 0.10 |
| Fork | R | Int | RI | \$15.00 | \$12.50 | \$ 9.00 |
| Frozen Shade | B | Sum | CI | \$ 1.00 | \$ 0.63 | \$ 0.38 |
| Fungusaur | G | Sum | RI | \$12.00 | \$11.00 | \$ 9.00 |
| Gaea's Liege | G | Sum | RI | \$19.00 | \$12.00 | \$ 9.00 |
| Gauntlet of Might | A | C | RI | \$59.50 | \$52.50 | \$50.00 |
| Giant Growth | G | Ins | CI | \$ 0.81 | \$ 0.55 | \$ 0.38 |
| Giant Spider | G | Sum | CI | \$ 1.00 | \$ 0.63 | \$ 0.40 |

| CARD NAME | COLOR | TYPE | RARITY | UPPER | MEDIAN | LOWER |
|------------------------|-------|------|---------|---------|---------|---------|
| Glasses of Urza | A | M | UI | \$ 3.50 | \$ 3.00 | \$ 2.00 |
| Gloom | B | E | UI | \$ 4.00 | \$ 3.00 | \$ 2.50 |
| Goblin Balloon Brigade | R | Sum | UI | \$ 3.00 | \$ 2.50 | \$ 1.50 |
| Goblin King | R | Sum | RI | \$16.00 | \$10.00 | \$ 8.50 |
| Granite Gargoyle | R | Sor | RI | \$11.00 | \$10.00 | \$ 7.00 |
| Gray Ogre | R | Sum | CI | \$ 1.13 | \$ 0.63 | \$ 0.38 |
| Green Ward | W | E | UI | \$ 2.50 | \$ 2.00 | \$ 1.00 |
| Grizzly Bears | G | Sum | CI | \$ 1.00 | \$ 0.63 | \$ 0.38 |
| Guardian Angel | W | Ins | CI | \$ 1.00 | \$ 0.63 | \$ 0.38 |
| Healing Salve | W | M | CI | \$ 1.00 | \$ 0.63 | \$ 0.38 |
| Helm of Chazuk | A | M | RI | \$11.00 | \$ 9.00 | \$ 5.00 |
| Hill Giant | R | Sum | CI | \$ 1.00 | \$ 0.63 | \$ 0.38 |
| Holy Armor | W | ECR | CI | \$ 1.00 | \$ 0.63 | \$ 0.40 |
| Holy Strength | W | ECR | CI | \$ 1.00 | \$ 0.63 | \$ 0.40 |
| Howl from Beyond | B | Ins | CI | \$ 1.00 | \$ 0.63 | \$ 0.36 |
| Howling Mine | A | C | RI | \$10.00 | \$ 8.00 | \$ 5.00 |
| Hurricane | R | Sum | CI | \$ 1.13 | \$ 0.88 | \$ 0.45 |
| Hypnotic Specter | G | Sor | UI | \$ 3.00 | \$ 2.50 | \$ 1.10 |
| Ice Storm | G | Sor | UI | \$10.00 | \$ 8.00 | \$ 8.00 |
| Icy Manipulator | A | M | UI | \$37.50 | \$25.00 | \$22.50 |
| Illusionary Hask | P | RI | \$35.00 | \$33.00 | \$30.00 | |
| Instill Energy | G | ECR | UI | \$ 4.00 | \$ 3.00 | \$ 1.50 |
| Invisibility | U | ECR | CI | \$ 5.00 | \$ 5.00 | \$ 4.50 |
| Iron Star | R | P | UI | \$ 3.00 | \$ 3.00 | \$ 2.00 |
| Ironclaw Orcs | R | Sum | CI | \$ 4.00 | \$ 2.00 | \$ 2.00 |
| Ironroot Treefolk | G | Sum | CI | \$ 1.00 | \$ 0.63 | \$ 0.40 |
| Island Sanctuary | W | E | RI | \$ 9.00 | \$ 8.00 | \$ 5.00 |
| Island Blue | U | L | CI | \$ 0.25 | \$ 0.18 | \$ 0.10 |
| Island Golden | U | L | CI | \$ 0.25 | \$ 0.18 | \$ 0.10 |
| Island Red | U | L | CI | \$ 0.25 | \$ 0.18 | \$ 0.10 |
| Ivory Gap | A | P | RI | \$ 2.25 | \$ 2.25 | \$ 1.75 |
| Jade Monolith | A | M | UI | \$15.00 | \$10.00 | \$10.00 |
| Jade Statue | A | M | RI | \$10.00 | \$ 5.00 | \$ 5.00 |
| Jayemdae Tome | A | ACR | UI | \$ 4.25 | \$ 3.00 | \$ 2.50 |
| Juggernaut | U | Ins | CI | \$ 1.00 | \$ 0.63 | \$ 0.36 |
| Jump | W | E | UI | \$ 3.75 | \$ 2.75 | \$ 2.00 |
| Karma | R | Sum | UI | \$ 3.75 | \$ 3.50 | \$ 2.25 |
| Keldon Warlord | A | C | RI | \$10.00 | \$ 8.50 | \$ 5.50 |
| Kormus Bell | G | EL | RI | \$ 8.50 | \$ 6.00 | \$ 4.00 |
| Kudzu | G | ECR | UI | \$ 3.00 | \$ 3.00 | \$ 2.00 |
| Lance | W | G | Sum | \$ 3.00 | \$ 2.00 | \$ 2.00 |
| Ley Druid | A | C | UI | \$ 3.75 | \$ 2.75 | \$ 1.83 |
| Library of Leng | B | E | RI | \$45.00 | \$40.00 | \$34.00 |
| Lich | G | E | UI | \$ 3.00 | \$ 3.00 | \$ 2.00 |
| Lifelorce | G | Int | RI | \$ 8.50 | \$ 6.00 | \$ 3.50 |
| Lifelace | U | E | UI | \$ 3.00 | \$ 3.00 | \$ 2.50 |
| Lifetap | U | E | UI | \$ 3.00 | \$ 0.88 | \$ 0.71 |
| Lightning Bolt | R | Ins | CI | \$ 9.00 | \$ 7.00 | \$ 5.00 |
| Living Artifact | G | EArt | RI | \$10.00 | \$ 8.00 | \$ 5.00 |
| Living Lands | G | EL | UI | \$ 3.50 | \$ 3.00 | \$ 2.00 |
| Living Wall | A | ACR | UI | \$ 1.00 | \$ 0.63 | \$ 0.40 |
| Llanowar Elves | G | Sum | RI | \$12.00 | \$10.00 | \$ 8.00 |
| Lord of Adanos | B | Sor | RI | \$20.00 | \$14.50 | \$10.50 |
| Lord of the Pit | B | Sor | UI | \$ 4.00 | \$ 3.00 | \$ 2.50 |
| Lure | G | ECR | RI | \$11.00 | \$10.00 | \$ 6.00 |
| Magical Hack | U | Sum | RI | \$12.00 | \$11.00 | \$ 8.00 |
| Majamoti Djinn | R | E | RI | \$10.00 | \$ 7.00 | \$ 6.00 |
| Mana Flare | U | Ins | RI | \$10.00 | \$ 8.00 | \$ 5.00 |
| Mana Short | A | M | RI | \$ 8.50 | \$ 6.00 | \$ 5.00 |
| Mana Vault | A | M | RI | \$ 7.88 | \$ 5.50 | \$ 4.63 |
| Manabombs | R | E | RI | \$ 8.00 | \$ 6.00 | \$ 5.00 |
| Meekstone | A | C | RI | \$ 1.00 | \$ 0.63 | \$ 0.38 |
| Mesa of the Pearl Tr | U | Sum | CI | \$ 1.00 | \$ 0.63 | \$ 0.38 |
| Mesa Pegasus | W | Sum | CI | \$ 1.00 | \$ 0.63 | \$ 0.60 |
| Mind Twist | B | Sor | RI | \$11.00 | \$ 8.00 | \$ 6.36 |
| Monk's Goblin Raiders | R | L | CI | \$ 0.25 | \$ 0.18 | \$ 0.10 |
| Mountain Blue | R | L | CI | \$ 0.25 | \$ 0.18 | \$ 0.10 |
| Mountain Brown | R | L | CI | \$ 0.25 | \$ 0.18 | \$ 0.10 |
| Mountain Green Sky | R | L | CI | \$ 0.25 | \$ 0.18 | \$ 0.10 |
| Mox Emerald | A | M | RI | \$64.50 | \$52.50 | \$50.00 |
| Mox Jet | A | M | RI | \$64.50 | \$52.50 | \$50.00 |
| Mox Pearl | A | M | RI | \$64.50 | \$52.50 | \$50.00 |
| Mox Ruby | A | M | RI | \$64.50 | \$52.50 | \$50.00 |
| Mox Sapphire | A | M | RI | \$64.50 | \$52.50 | \$50.00 |
| Natural Selection | G | Ins | RI | \$35.00 | \$22.00 | \$22.00 |
| Nether Shadow | B | Sum | UI | \$ 4.00 | \$ 3.00 | \$ 3.00 |
| Nettling Imp | A | M | RI | \$12.00 | \$ 8.50 | \$ 6.00 |
| Nevynra's Disk | B | Sum | RI | \$23.00 | \$20.00 | \$11.00 |
| Nightmare | W | Sor | RI | \$18.00 | \$15.00 | \$ 9.50 |
| Northern Paladin | A | ACR | UI | \$ 3.50 | \$ 3.00 | \$ 3.00 |
| Obsidian Golem | R | Sum | UI | \$ 2.50 | \$ 2.00 | \$ 1.50 |
| Orcish Artillery | R | E | UI | \$ 3.00 | \$ 3.00 | \$ 2.00 |
| Orcish Oniflame | B | ECR | CI | \$ 1.00 | \$ 0.63 | \$ 0.40 |
| Paralyze | W | Sum | CI | \$ 1.00 | \$ 0.63 | \$ 0.38 |
| Pearted Unicorn | W | Sum | RI | \$15.00 | \$11.00 | \$ 7.88 |
| Personal Incarnation | W | E | CI | \$ 1.00 | \$ 0.63 | \$ 0.38 |
| Pestilence | B | E | UI | \$ 3.00 | \$ 2.50 | \$ 2.00 |
| Phantasmal Forces | U | Sum | CI | \$ 1.00 | \$ 0.63 | \$ 0.38 |
| Phantasmal Terrain | U | Sum | CI | \$ 1.00 | \$ 0.63 | \$ 0.38 |
| Phantom Monster | U | Sum | UI | \$ 3.00 | \$ 2.00 | \$ 1.50 |
| Pirate Ship | U | Sum | RI | \$10.00 | \$ 7.00 | \$ 5.00 |
| Plague Rats | B | Sum | CI | \$ 1.00 | \$ 0.88 | \$ 0.69 |
| Plans No Trees | W | L | CI | \$ 0.25 | \$ 0.18 | \$ 0.10 |
| Plans Pink Horizon | W | L | CI | \$ 0.25 | \$ 0.18 | \$ 0.10 |
| Plans Trees | W | L | CI | \$ 0.25 | \$ 0.18 | \$ 0.10 |
| Plateau | R/W | DL | RI | \$12.00 | \$10.00 | \$ 8.00 |
| Power Leak | U | EE | CI | \$ 1.00 | \$ 0.63 | \$ 0.40 |
| Power Sink | U | Int | CI | \$ 1.00 | \$ 0.63 | \$ 0.40 |
| Power Surge | R | E | RI | \$10.00 | \$ 8.00 | \$ 5.00 |
| Prodigal Sorcerer | | | | | | |



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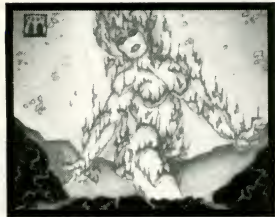


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PRICE GUIDE UNLIMITED



| CARD NAME | COLOR | TYPE | RARITY | UPPER | MEDIAN | LOWER |
|-------------------------|-------|------|--------|---------|---------|---------|
| Air Elemental | U | Sum | UI | \$ 2.00 | \$ 1.75 | \$ 1.10 |
| Ancestral Recall | U | Ins | RI | \$30.00 | \$25.00 | \$19.50 |
| Animate Artifact | U | EArt | UI | \$ 1.50 | \$ 1.00 | \$ 0.85 |
| Animate Dead | W | EDCr | UI | \$ 1.88 | \$ 1.25 | \$ 0.81 |
| Animate Wall | B | EW | RI | \$ 4.75 | \$ 3.75 | \$ 2.50 |
| Ankh of Mishra | A | C | RI | \$ 5.00 | \$ 4.00 | \$ 3.25 |
| Armageddon | W | Sor | RI | \$ 7.50 | \$ 5.50 | \$ 4.63 |
| Aspect of Wolf | G | ECr | RI | \$ 7.50 | \$ 7.00 | \$ 4.50 |
| Bad Moon | B | E | RI | \$ 7.00 | \$ 6.00 | \$ 5.00 |
| Badlands | B/R | DL | RI | \$ 8.00 | \$ 7.00 | \$ 5.25 |
| Balance | W | Sor | RI | \$ 7.50 | \$ 5.50 | \$ 4.00 |
| Basalt Monolith | A | M | UI | \$ 1.88 | \$ 1.00 | \$ 1.00 |
| Bayou | B/G | DL | RI | \$ 8.00 | \$ 7.00 | \$ 5.50 |
| Beneficial Hero | W | Sum | CI | \$ 0.30 | \$ 0.25 | \$ 0.23 |
| Berserk | G | Ins | UI | \$14.25 | \$10.00 | \$ 8.00 |
| Birds of Paradise | G | Sum | RI | \$ 8.00 | \$ 6.00 | \$ 4.88 |
| Black Knight | B | Sum | UI | \$ 2.38 | \$ 2.00 | \$ 1.25 |
| Black Lotus | A | M | RI | \$70.00 | \$55.00 | \$45.00 |
| Black Vise | A | C | UI | \$ 2.00 | \$ 1.75 | \$ 1.13 |
| Black Ward | W | ECr | UI | \$ 1.00 | \$ 1.00 | \$ 0.75 |
| Blaze of Glory | W | Ins | RI | \$22.25 | \$15.00 | \$11.25 |
| Blessing | W | ECr | RI | \$ 6.75 | \$ 6.00 | \$ 4.63 |
| Blue Elemental Blast | U | Int | CI | \$ 0.45 | \$ 0.25 | \$ 0.25 |
| Blue Ward | W | ECr | UI | \$ 1.00 | \$ 1.00 | \$ 0.56 |
| Bog Wraith | B | Sum | UI | \$ 2.00 | \$ 1.38 | \$ 1.05 |
| Brangbeyer | U | Sor | RI | \$ 8.00 | \$ 5.00 | \$ 5.00 |
| Burrowing | R | ECr | UI | \$ 1.38 | \$ 1.00 | \$ 0.75 |
| Camouflage | G | Ins | UI | \$ 7.63 | \$ 5.50 | \$ 5.00 |
| Castle | W | E | UI | \$ 1.69 | \$ 1.50 | \$ 0.85 |
| Celestial Prism | A | M | UI | \$ 1.88 | \$ 1.25 | \$ 1.00 |
| Channel | G | Sor | UI | \$ 2.00 | \$ 1.75 | \$ 1.13 |
| Chaos Orb | A | M | RI | \$30.00 | \$30.00 | \$25.00 |
| Chaosflame | R | Int | RI | \$ 4.50 | \$ 3.00 | \$ 2.63 |
| CoP:Black | W | E | CI | \$ 0.44 | \$ 0.25 | \$ 0.20 |
| CoP:Blue | W | E | CI | \$ 0.44 | \$ 0.25 | \$ 0.20 |
| CoP:Green | W | E | CI | \$ 0.44 | \$ 0.25 | \$ 0.20 |
| CoP:Red | W | E | CI | \$ 0.44 | \$ 0.25 | \$ 0.20 |
| CoP:White | W | E | CI | \$ 0.44 | \$ 0.25 | \$ 0.20 |
| Clockwork Beast | A | Cr | RI | \$ 6.75 | \$ 5.00 | \$ 4.00 |
| Clone | U | Sum | UI | \$ 3.00 | \$ 2.50 | \$ 2.00 |
| Cockatrice | G | Sum | RI | \$ 7.75 | \$ 6.50 | \$ 5.00 |
| Consecrate Land | W | EL | UI | \$ 8.25 | \$ 6.00 | \$ 5.00 |
| Conservator | A | M | UI | \$ 1.88 | \$ 1.00 | \$ 0.85 |
| Contract from Below | B | Sor | RI | \$ 5.50 | \$ 3.50 | \$ 2.75 |
| Control Magic | U | ECr | UI | \$ 2.00 | \$ 1.75 | \$ 1.13 |
| Conversion | W | E | UI | \$ 1.50 | \$ 1.25 | \$ 0.85 |
| Copper Tablet | A | C | UI | \$ 5.00 | \$ 4.00 | \$ 3.25 |
| Copy Artifact | U | E | RI | \$ 6.75 | \$ 5.00 | \$ 3.25 |
| Counterspell | U | Int | UI | \$ 2.25 | \$ 2.00 | \$ 1.50 |
| Craw Worm | G | Sum | CI | \$ 0.50 | \$ 0.35 | \$ 0.25 |
| Creature Bond | U | ECr | UI | \$ 0.25 | \$ 0.25 | \$ 0.21 |
| Crusade | W | E | RI | \$ 6.50 | \$ 6.00 | \$ 5.00 |
| Crystal Rod | A | P | UI | \$ 2.00 | \$ 1.00 | \$ 0.81 |
| Cursed Land | B | EL | UI | \$ 1.50 | \$ 1.00 | \$ 0.85 |
| Cyclopean Tomb | A | M | RI | \$30.00 | \$25.00 | \$20.00 |
| Dark Ritual | B | Int | CI | \$ 0.30 | \$ 0.25 | \$ 0.25 |
| Darhkpat | B | Sor | RI | \$ 5.50 | \$ 3.00 | \$ 2.25 |
| Death Ward | W | Ins | CI | \$ 0.29 | \$ 0.25 | \$ 0.21 |
| Deathrtp | B | E | UI | \$ 1.38 | \$ 1.00 | \$ 0.76 |
| Deathlace | B | Int | RI | \$ 4.50 | \$ 3.00 | \$ 3.00 |
| Demonic Attorney | B | Sor | RI | \$ 5.75 | \$ 3.63 | \$ 2.25 |
| Demonic Hordes | B | Sum | RI | \$ 8.00 | \$ 8.00 | \$ 6.00 |
| Demonic Tutor | B | Sor | UI | \$ 3.00 | \$ 2.00 | \$ 1.25 |
| Dingus Egg | A | C | RI | \$ 6.00 | \$ 5.00 | \$ 3.00 |
| Disenchant | W | Ins | CI | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Disintegrate | R | Sor | CI | \$ 0.50 | \$ 0.28 | \$ 0.25 |
| Disrupting Scepter | A | M | RI | \$ 5.00 | \$ 4.00 | \$ 3.00 |
| Dragon Whelp | R | Sum | UI | \$ 2.38 | \$ 2.00 | \$ 1.19 |
| Drain Life | B | Sor | CI | \$ 0.29 | \$ 0.25 | \$ 0.21 |
| Drain Power | U | Sor | RI | \$ 6.50 | \$ 5.00 | \$ 3.63 |
| Drudge Skeletons | B | Sum | CI | \$ 0.30 | \$ 0.25 | \$ 0.25 |
| Dwarven Demolition Team | R | Sum | UI | \$ 5.75 | \$ 5.00 | \$ 3.88 |
| Dwarven Warriors | R | Sum | CI | \$ 0.29 | \$ 0.25 | \$ 0.21 |
| Earth Elemental | R | Sum | UI | \$ 1.50 | \$ 1.00 | \$ 1.00 |
| Earthbind | R | ECr | CI | \$ 0.29 | \$ 0.25 | \$ 0.21 |
| Earthquake | R | Sor | RI | \$ 4.75 | \$ 4.00 | \$ 4.00 |
| Elish Archers | G | Sum | RI | \$ 6.75 | \$ 5.00 | \$ 4.00 |
| Evil Presence | B | EL | UI | \$ 1.38 | \$ 1.00 | \$ 0.81 |
| False Orders | R | Ins | CI | \$ 3.25 | \$ 2.00 | \$ 1.50 |
| Farmland | W | E | RI | \$ 5.75 | \$ 4.50 | \$ 4.00 |
| Fastbond | G | E | RI | \$ 4.75 | \$ 4.00 | \$ 2.38 |
| Fear | B | ECr | CI | \$ 0.44 | \$ 0.25 | \$ 0.21 |
| Feedback | U | EE | UI | \$ 2.00 | \$ 1.25 | \$ 0.85 |
| Fire Elemental | R | Sum | UI | \$ 1.88 | \$ 1.25 | \$ 1.00 |
| Fireball | R | Sor | CI | \$ 0.50 | \$ 0.40 | \$ 0.25 |
| Firebreathing | R | ECr | CI | \$ 0.29 | \$ 0.25 | \$ 0.21 |
| Flashfires | R | Sor | UI | \$ 1.50 | \$ 1.00 | \$ 0.81 |
| Flight | U | ECr | CI | \$ 0.29 | \$ 0.25 | \$ 0.21 |
| Fog | G | Ins | CI | \$ 0.40 | \$ 0.30 | \$ 0.25 |
| Force of Nature | G | Sum | RI | \$10.25 | \$10.00 | \$ 8.00 |
| Forcefield | A | P | RI | \$40.00 | \$35.00 | \$30.00 |
| Forest Eyes | G | L | CI | \$ 0.10 | \$ 0.10 | \$ 0.05 |
| Forest Path | G | L | CI | \$ 0.10 | \$ 0.10 | \$ 0.05 |
| Forest Rocks | G | L | CI | \$ 0.10 | \$ 0.10 | \$ 0.05 |
| Fork | R | Int | RI | \$ 9.75 | \$ 8.50 | \$ 7.25 |
| Frozen Shade | B | Sum | CI | \$ 0.45 | \$ 0.25 | \$ 0.21 |
| Fungusaur | G | Sum | RI | \$ 8.00 | \$ 6.50 | \$ 5.50 |
| Gaea's Liege | G | Sum | RI | \$10.00 | \$ 8.00 | \$ 7.50 |
| Gauntlet of Might | A | C | RI | \$46.25 | \$40.00 | \$28.75 |
| Giant Growth | G | Ins | CI | \$ 0.30 | \$ 0.25 | \$ 0.21 |
| Giant Spider | G | Sum | CI | \$ 0.30 | \$ 0.25 | \$ 0.25 |

| CARD NAME | COLOR | TYPE | RARITY | UPPER | MEDIAN | LOWER |
|-------------------------|-------|------|--------|---------|---------|---------|
| Glasses of Urza | A | M | UI | \$ 1.88 | \$ 1.25 | \$ 1.00 |
| Gloom | B | E | UI | \$ 2.00 | \$ 1.50 | \$ 0.85 |
| Goblin Balloon Brigade | R | Sum | UI | \$ 1.88 | \$ 1.00 | \$ 0.76 |
| Goblin King | R | Sum | RI | \$ 5.50 | \$ 6.75 | \$ 6.00 |
| Granite Gargoyle | R | Sum | RI | \$ 8.00 | \$ 7.00 | \$ 5.88 |
| Gray Ogre | R | Sum | CI | \$ 0.29 | \$ 0.25 | \$ 0.21 |
| Green Ward | W | E | UI | \$ 1.00 | \$ 1.00 | \$ 0.56 |
| Grizzly Bears | G | Sum | CI | \$ 0.29 | \$ 0.25 | \$ 0.21 |
| Guardian Angel | W | Ins | CI | \$ 0.29 | \$ 0.25 | \$ 0.21 |
| Healing Salve | W | Ins | CI | \$ 0.29 | \$ 0.25 | \$ 0.21 |
| Helm of Chaztuk | A | M | RI | \$ 5.75 | \$ 5.00 | \$ 2.88 |
| Hill Giant | R | Sum | CI | \$ 0.29 | \$ 0.25 | \$ 0.21 |
| Howl from Beyond | B | Ins | CI | \$ 0.30 | \$ 0.25 | \$ 0.25 |
| Holy Strength | W | ECr | CI | \$ 0.30 | \$ 0.25 | \$ 0.25 |
| Howling Mine | A | C | RI | \$ 6.75 | \$ 5.00 | \$ 5.00 |
| Hurlrun Minotaur | R | Sum | UI | \$ 0.45 | \$ 0.25 | \$ 0.21 |
| Hurricane | G | Sor | UI | \$ 1.44 | \$ 1.00 | \$ 0.76 |
| Hypnotic Specter | B | Sum | UI | \$ 2.88 | \$ 2.50 | \$ 1.25 |
| Ice Storm | G | Sor | UI | \$ 8.00 | \$ 6.00 | \$ 4.25 |
| Ice Manipulator | A | M | UI | \$24.50 | \$20.00 | \$17.50 |
| Infiltration Mask | A | P | RI | \$25.00 | \$15.00 | \$ 5.00 |
| Illustory Energy | G | ECr | UI | \$ 2.00 | \$ 1.50 | \$ 1.05 |
| Invisibility | U | ECr | CI | \$ 4.50 | \$ 3.50 | \$ 2.50 |
| Iron Star | A | P | UI | \$ 1.88 | \$ 1.25 | \$ 0.85 |
| Ironclaw Orcs | R | Sum | CI | \$ 2.50 | \$ 1.00 | \$ 0.50 |
| Ironroot Treefolk | G | Sum | CI | \$ 0.30 | \$ 0.25 | \$ 0.25 |
| Island Sanctuary | W | E | RI | \$ 5.75 | \$ 5.00 | \$ 3.25 |
| Island Blue | U | L | CI | \$ 0.10 | \$ 0.10 | \$ 0.05 |
| Island Golden | U | L | CI | \$ 0.10 | \$ 0.10 | \$ 0.05 |
| Island Red | U | L | CI | \$ 0.10 | \$ 0.10 | \$ 0.05 |
| Ivory Cup | A | P | UI | \$ 1.88 | \$ 1.00 | \$ 0.81 |
| Jade Monolith | A | P | RI | \$ 5.00 | \$ 3.00 | \$ 2.00 |
| Jade Statue | A | M | UI | \$10.00 | \$ 6.50 | \$ 5.00 |
| Jaedus Tome | A | M | RI | \$ 6.00 | \$ 5.00 | \$ 3.50 |
| Juggernaut | A | ACr | UI | \$ 2.00 | \$ 1.50 | \$ 1.05 |
| Jump | U | Ins | CI | \$ 0.29 | \$ 0.25 | \$ 0.21 |
| Karma | W | E | UI | \$ 2.00 | \$ 1.50 | \$ 1.00 |
| Keldon Warlord | R | Sum | UI | \$ 3.19 | \$ 2.00 | \$ 1.63 |
| Kormus Bell | A | C | RI | \$ 6.00 | \$ 5.00 | \$ 4.13 |
| Kudzu | G | EL | RI | \$ 5.75 | \$ 4.00 | \$ 2.63 |
| Lance | W | ECr | UI | \$ 1.50 | \$ 1.25 | \$ 0.85 |
| Leaf Druid | G | Sum | UI | \$ 1.50 | \$ 1.00 | \$ 0.81 |
| Library of Leng | A | C | UI | \$ 2.00 | \$ 1.50 | \$ 1.00 |
| Lich | B | E | RI | \$35.00 | \$25.00 | \$20.00 |
| Lifeforce | G | E | UI | \$ 1.88 | \$ 1.25 | \$ 0.85 |
| Lifelace | G | Int | RI | \$ 4.50 | \$ 3.00 | \$ 3.00 |
| Lifetap | U | E | UI | \$ 1.88 | \$ 1.13 | \$ 0.85 |
| Lightning Bolt | R | Ins | CI | \$ 0.50 | \$ 0.40 | \$ 0.25 |
| Living Artifact | G | EArt | RI | \$ 5.00 | \$ 4.50 | \$ 3.63 |
| Living Lands | G | EL | RI | \$ 6.50 | \$ 5.00 | \$ 4.25 |
| Living Wall | A | ACr | UI | \$ 1.88 | \$ 1.50 | \$ 1.00 |
| Lionel's Elves | G | Sum | CI | \$ 0.30 | \$ 0.25 | \$ 0.25 |
| Lord of Atlantis | U | Sum | RI | \$ 8.00 | \$ 6.50 | \$ 6.00 |
| Lord of the Pit | B | Sum | RI | \$10.00 | \$10.00 | \$ 9.00 |
| Lure | G | ECr | UI | \$ 2.00 | \$ 1.50 | \$ 1.13 |
| Magical Hack | U | Int | RI | \$ 7.50 | \$ 6.00 | \$ 5.25 |
| Mahamoti Djinn | U | Sum | RI | \$ 8.00 | \$ 8.00 | \$ 7.00 |
| Mana Flare | R | E | RI | \$ 6.00 | \$ 5.00 | \$ 5.00 |
| Mana Short | U | Ins | RI | \$ 7.00 | \$ 5.50 | \$ 4.13 |
| Mana Vault | A | M | RI | \$ 5.75 | \$ 4.00 | \$ 3.00 |
| Manabarbs | R | E | RI | \$ 5.50 | \$ 5.00 | \$ 3.75 |
| Meekstone | A | C | RI | \$ 5.75 | \$ 5.00 | \$ 4.63 |
| Merfolk of the Pearl Tr | U | Sum | CI | \$ 0.29 | \$ 0.25 | \$ 0.21 |
| Misa Pegasus | W | Sum | CI | \$ 0.45 | \$ 0.25 | \$ 0.21 |
| Mind Twist | R | Sor | CI | \$ 6.00 | \$ 6.00 | \$ 5.00 |
| Mon's Goblin Raiders | B | Sum | CI | \$ 0.29 | \$ 0.25 | \$ 0.21 |
| Mountain Blue | R | L | CI | \$ 0.10 | \$ 0.10 | \$ 0.05 |
| Mountain Brown | R | L | CI | \$ 0.10 | \$ 0.10 | \$ 0.05 |
| Mountain Green Sky | R | L | CI | \$ 0.10 | \$ 0.10 | \$ 0.05 |
| Max Emerald | A | M | RI | \$45.00 | \$37.50 | \$26.25 |
| Max Jet | A | M | RI | \$45.00 | \$37.50 | \$26.25 |
| Max Pearl | A | M | RI | \$45.00 | \$37.50 | \$26.25 |
| Max Ruby | A | M | RI | \$45.00 | \$37.50 | \$26.25 |
| Max Sapphire | A | M | RI | \$45.00 | \$37.50 | \$26.25 |
| Natural Selection | G | Ins | RI | \$25.00 | \$20.00 | \$12.00 |
| Nether Shadow | B | Sum | RI | \$ 6.00 | \$ 5.00 | \$ 3.50 |
| Nettling Imp | B | Sum | UI | \$ 2.00 | \$ 1.75 | \$ 1.13 |
| Nevynral's Disk | A | M | RI | \$ 7.50 | \$ 6.00 | \$ 5.00 |
| Nightmare | B | Sum | RI | \$15.00 | \$10.50 | \$10.00 |
| Northern Paladin | W | Sum | RI | \$10.00 | \$ 9.50 | \$ 8.00 |
| Obsidian Golem | A | ACr | UI | \$ 1.88 | \$ 1.50 | \$ 1.00 |
| Orchish Artillery | R | Sum | UI | \$ 1.38 | \$ 1.00 | \$ 0.81 |
| Orchish Oriflamm | R | E | UI | \$ 1.88 | \$ 1.50 | \$ 1.05 |
| Paralyze | B | ECr | CI | \$ 0.45 | \$ 0.28 | \$ 0.25 |
| Pearled Unicorn | W | Sum | CI | \$ 0.29 | \$ 0.25 | \$ 0.21 |
| Personal Incarnation | W | Sum | RI | \$ 8.38 | \$ 7.00 | \$ 6.13 |
| Pestilence | B | E | CI | \$ 0.29 | \$ 0.25 | \$ 0.21 |
| Phantasmal Forces | U | Sum | UI | \$ 1.88 | \$ 1.25 | \$ 0.85 |
| Phantasmal Terrain | U | Sum | CI | \$ 0.29 | \$ 0.25 | \$ 0.21 |
| Phantom Monster | U | Sum | UI | \$ 1.50 | \$ 1.25 | \$ 0.85 |
| Pirate Ship | U | Sum | RI | \$ 6.00 | \$ 5.00 | \$ 4.50 |
| Plague Rats | B | Sum | CI | \$ 0.50 | \$ 0.40 | \$ 0.21 |
| Plains No Trees | W | L | CI | \$ 0.10 | \$ 0.10 | \$ 0.05 |
| Plains Pink Horizon | W | L | CI | \$ 0.10 | \$ 0.10 | \$ 0.05 |
| Plains Trees | W | L | CI | \$ 0.10 | \$ 0.10 | \$ 0.05 |
| Plateau | R/W | DL | RI | \$ 8.13 | \$ 6.50 | \$ 5.00 |
| Power Leak | U | EE | CI | \$ 0.30 | \$ 0.25 | \$ 0.25 |
| Power Sink | U | Int | CI | \$ 0.30 | \$ 0.25 | \$ 0.25 |
| Power Surge | R | E | RI | \$ 5.75 | \$ 4.00 | \$ 3.25 |
| Prodigal Sorcerer | U</ | | | | | |

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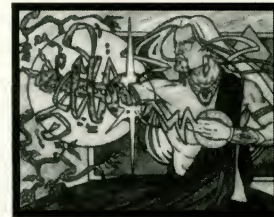


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PRICE GUIDE

REVISED



| CARD NAME | COLOR | TYPE | RARITY | UPPER | MEDIAN | LOWER |
|----------------------|-------|-------|--------|---------|---------|---------|
| Air Elemental | U | Int | UI | \$ 2.00 | \$ 1.50 | \$ 1.00 |
| Aladdin's Lamp | A | M | RI | \$ 5.00 | \$ 4.50 | \$ 4.00 |
| Aladdin's Ring | A | M | RI | \$ 5.00 | \$ 4.00 | \$ 3.00 |
| Animate Artifact | U | EArt | UI | \$ 1.50 | \$ 1.00 | \$ 0.75 |
| Animate Dead | B | ECr | UI | \$ 1.50 | \$ 1.00 | \$ 0.75 |
| Animate Wall | W | EWall | RI | \$ 4.00 | \$ 2.75 | \$ 2.50 |
| Ankh of Mishra | A | C | RI | \$ 4.00 | \$ 2.50 | \$ 3.00 |
| Armageddon | W | Sor | RI | \$ 5.00 | \$ 5.00 | \$ 4.13 |
| Armageddon Clock | A | C | RI | \$ 5.00 | \$ 3.50 | \$ 2.63 |
| Aspect of Wolf | G | ECr | RI | \$ 6.75 | \$ 4.75 | \$ 4.00 |
| Atog | R | Sum | CI | \$ 0.50 | \$ 0.25 | \$ 0.19 |
| Badlands | B/R | Dlnd | RI | \$ 6.38 | \$ 6.00 | \$ 5.00 |
| Bad Moon | B | E | RI | \$ 7.00 | \$ 5.00 | \$ 4.00 |
| Balance | W | Sor | RI | \$ 5.75 | \$ 4.50 | \$ 3.63 |
| Basalt Monolith | A | M | UI | \$ 1.50 | \$ 1.00 | \$ 0.90 |
| Bayou | B/G | Dlnd | RI | \$ 7.00 | \$ 5.50 | \$ 5.00 |
| Benalish Hero | W | Sum | CI | \$ 0.25 | \$ 0.25 | \$ 0.20 |
| Birds of Paradise | G | Sum | RI | \$ 6.00 | \$ 5.00 | \$ 4.13 |
| Black Knight | B | Sum | UI | \$ 2.38 | \$ 2.00 | \$ 1.13 |
| Black Vise | A | C | UI | \$ 2.00 | \$ 1.75 | \$ 1.00 |
| Black Ward | W | ECr | UI | \$ 1.00 | \$ 0.75 | \$ 0.50 |
| Blessing | W | ECr | RI | \$ 6.00 | \$ 4.50 | \$ 4.00 |
| Blue Elemental Blast | U | Int | CI | \$ 0.50 | \$ 0.25 | \$ 0.24 |
| Blue Ward | W | ECr | UI | \$ 1.00 | \$ 0.63 | \$ 0.50 |
| Bog Wraith | B | Sum | UI | \$ 2.00 | \$ 1.25 | \$ 1.00 |
| Bottle of Suleiman | A | M | RI | \$ 5.00 | \$ 3.00 | \$ 3.00 |
| Braingrayer | U | Sor | RI | \$ 5.50 | \$ 5.00 | \$ 4.00 |
| Brass Man | A | Cr | UI | \$ 1.13 | \$ 0.88 | \$ 0.50 |
| Burrowing | R | ECr | UI | \$ 1.13 | \$ 0.88 | \$ 0.50 |
| Castle | W | E | UI | \$ 1.50 | \$ 1.25 | \$ 0.85 |
| Celestial Prism | A | M | UI | \$ 1.50 | \$ 1.50 | \$ 1.00 |
| Channel | G | Sor | UI | \$ 2.00 | \$ 1.50 | \$ 1.00 |
| Chaoslace | R | Int | RI | \$ 3.00 | \$ 3.00 | \$ 2.25 |
| CoP:Black | W | E | CI | \$ 0.26 | \$ 0.25 | \$ 0.20 |
| CoP:Blue | W | E | CI | \$ 0.26 | \$ 0.25 | \$ 0.20 |
| CoP:Green | W | E | CI | \$ 0.26 | \$ 0.25 | \$ 0.20 |
| CoP:Red | W | E | CI | \$ 0.26 | \$ 0.25 | \$ 0.20 |
| CoP:White | W | E | CI | \$ 0.26 | \$ 0.25 | \$ 0.20 |
| Clockwork Beast | A | Cr | RI | \$ 5.00 | \$ 4.00 | \$ 4.00 |
| Clone | U | Sum | UI | \$ 2.50 | \$ 2.00 | \$ 2.00 |
| Cockatrice | G | Sum | RI | \$ 6.38 | \$ 5.50 | \$ 4.63 |
| Conservator | A | M | UI | \$ 1.50 | \$ 1.00 | \$ 0.50 |
| Contract from Below | B | Sor | RI | \$ 5.00 | \$ 3.50 | \$ 2.00 |
| Control Magic | U | ECr | UI | \$ 2.00 | \$ 1.50 | \$ 1.00 |
| Conversion | W | E | UI | \$ 1.50 | \$ 1.00 | \$ 0.79 |
| Copy Artifact | U | E | UI | \$ 5.00 | \$ 5.00 | \$ 2.00 |
| Counterspell | U | Int | UI | \$ 2.00 | \$ 2.00 | \$ 1.50 |
| Craw Worm | G | Sum | CI | \$ 0.50 | \$ 0.28 | \$ 0.24 |
| Creature Bond | U | ECr | CI | \$ 0.26 | \$ 0.25 | \$ 0.20 |
| Crumble | G | Int | UI | \$ 1.13 | \$ 0.50 | \$ 0.50 |
| Crusade | W | E | RI | \$ 6.00 | \$ 5.00 | \$ 4.75 |
| Cursed Rod | A | P | UI | \$ 1.63 | \$ 1.00 | \$ 0.65 |
| Cursed Land | B | Elnd | UI | \$ 1.13 | \$ 1.00 | \$ 0.75 |
| Dancing Scimitar | A | Cr | RI | \$ 4.00 | \$ 3.25 | \$ 3.00 |
| Dark Ritual | B | Int | CI | \$ 0.35 | \$ 0.25 | \$ 0.25 |
| Darkpact | B | Sor | RI | \$ 4.00 | \$ 3.00 | \$ 2.00 |
| Death Ward | W | Int | CI | \$ 0.26 | \$ 0.25 | \$ 0.20 |
| Deathgrip | B | E | UI | \$ 1.50 | \$ 0.90 | \$ 0.69 |
| Deathlace | B | Int | RI | \$ 3.00 | \$ 3.00 | \$ 2.25 |
| Demonic Attorney | B | Sor | UI | \$ 5.00 | \$ 3.00 | \$ 2.00 |
| Demonic Hordes | B | Sum | RI | \$ 8.00 | \$ 7.00 | \$ 5.00 |
| Demonic Tutor | B | Sor | UI | \$ 2.50 | \$ 2.00 | \$ 1.50 |
| Desert Twister | G | Sor | UI | \$ 2.63 | \$ 2.00 | \$ 1.50 |
| Dingus Egg | A | Art | RI | \$ 5.00 | \$ 3.75 | \$ 3.00 |
| Disenchant | W | Int | CI | \$ 0.40 | \$ 0.25 | \$ 0.23 |
| Disintegrate | R | Sor | CI | \$ 0.75 | \$ 0.30 | \$ 0.25 |
| Disrupting Scepter | A | M | RI | \$ 4.00 | \$ 3.50 | \$ 3.00 |
| Dragon Engine | A | Cr | RI | \$ 3.00 | \$ 2.50 | \$ 2.50 |
| Dragon Whelp | R | Sum | UI | \$ 2.50 | \$ 2.00 | \$ 1.38 |
| Drain Life | B | Sor | CI | \$ 0.40 | \$ 0.25 | \$ 0.25 |
| Drain Power | U | Sor | CI | \$ 5.00 | \$ 4.00 | \$ 3.00 |
| Drudge Skeletons | B | Sum | CI | \$ 0.40 | \$ 0.25 | \$ 0.25 |
| Dwarven Warriors | R | Sum | CI | \$ 0.45 | \$ 0.30 | \$ 0.25 |
| Dwarven Weaponsmith | R | Sum | UI | \$ 1.25 | \$ 1.00 | \$ 0.50 |
| Earth Elemental | R | Sum | UI | \$ 1.50 | \$ 1.00 | \$ 1.00 |
| Earthbind | R | ECr | CI | \$ 0.40 | \$ 0.25 | \$ 0.23 |
| Earthquake | R | Sor | RI | \$ 4.00 | \$ 4.00 | \$ 3.00 |
| Ebony Horse | A | M | RI | \$ 5.00 | \$ 4.00 | \$ 3.00 |
| EI - Hajaj | B | Sum | RI | \$ 4.25 | \$ 4.00 | \$ 2.38 |
| Elish Archers | G | Sum | RI | \$ 5.00 | \$ 4.50 | \$ 3.63 |
| Energy Flux | U | E | UI | \$ 1.00 | \$ 1.00 | \$ 0.50 |
| Erg Raiders | B | Sum | CI | \$ 0.40 | \$ 0.25 | \$ 0.23 |
| Evil Presence | B | Elnd | UI | \$ 1.00 | \$ 1.00 | \$ 0.50 |
| Eye for an Eye | W | Int | RI | \$ 5.00 | \$ 4.25 | \$ 3.75 |
| Farmstead | W | Elnd | RI | \$ 5.00 | \$ 4.00 | \$ 3.00 |
| Faithbond | G | E | RI | \$ 4.00 | \$ 3.50 | \$ 2.75 |
| Fear | B | ECr | CI | \$ 0.33 | \$ 0.25 | \$ 0.25 |
| Feedback | U | FE | UI | \$ 1.75 | \$ 1.00 | \$ 0.63 |
| Fire Elemental | R | Sor | UI | \$ 1.63 | \$ 1.00 | \$ 1.00 |
| Fireball | R | Sor | CI | \$ 0.50 | \$ 0.25 | \$ 0.23 |
| Firebreathing | R | ECr | CI | \$ 0.28 | \$ 0.25 | \$ 0.23 |
| Flashfires | R | Sor | UI | \$ 1.50 | \$ 1.25 | \$ 0.94 |
| Flight | U | ECr | CI | \$ 0.33 | \$ 0.25 | \$ 0.23 |
| Flying Carpet | A | M | RI | \$ 4.13 | \$ 4.00 | \$ 2.50 |
| Fog | G | Int | CI | \$ 0.28 | \$ 0.25 | \$ 0.23 |
| Force of Nature | G | Sum | RI | \$10.00 | \$ 8.00 | \$ 8.00 |
| Forest Eyes | G | Lnd | CI | \$ 0.13 | \$ 0.10 | \$ 0.09 |
| Forest Path | G | Lnd | CI | \$ 0.13 | \$ 0.10 | \$ 0.09 |
| Forest Rocks | G | Lnd | CI | \$ 0.13 | \$ 0.10 | \$ 0.09 |
| Fork | R | Int | RI | \$ 8.00 | \$ 8.00 | \$ 7.00 |
| Frozen Shade | B | Sum | CI | \$ 0.40 | \$ 0.25 | \$ 0.25 |
| Fungusaur | G | Sum | RI | \$ 6.25 | \$ 5.00 | \$ 4.38 |

| CARD NAME | COLOR | TYPE | RARITY | UPPER | MEDIAN | LOWER |
|------------------------------|-------|------|--------|---------|---------|---------|
| Gaea's Liege | G | Sum | RI | \$ 9.75 | \$ 8.00 | \$ 6.13 |
| Giant Growth | G | Int | CI | \$ 0.35 | \$ 0.25 | \$ 0.24 |
| Giant Spider | G | Sum | CI | \$ 0.33 | \$ 0.25 | \$ 0.23 |
| Glasses of Urza | A | M | RI | \$ 2.00 | \$ 1.50 | \$ 0.75 |
| Gloom | B | E | UI | \$ 2.00 | \$ 1.50 | \$ 0.95 |
| Goblin Balloon Brigade | R | Sum | UI | \$ 1.50 | \$ 0.75 | \$ 0.50 |
| Goblin King | R | Sum | RI | \$ 9.50 | \$ 6.00 | \$ 5.00 |
| Granite Gargoyle | R | Sum | RI | \$ 7.00 | \$ 5.00 | \$ 4.50 |
| Gray Ogre | R | Sum | CI | \$ 0.40 | \$ 0.25 | \$ 0.25 |
| Green Ward | W | ECr | UI | \$ 1.00 | \$ 0.75 | \$ 0.50 |
| Grizzly Bears | G | Sum | CI | \$ 0.28 | \$ 0.25 | \$ 0.23 |
| Guardian Angel | W | Int | CI | \$ 0.28 | \$ 0.25 | \$ 0.23 |
| Healing Salve | W | Ins | CI | \$ 0.40 | \$ 0.25 | \$ 0.23 |
| Helm of Chazruk | A | M | RI | \$ 5.00 | \$ 4.00 | \$ 2.50 |
| Hill Giant | R | Sum | CI | \$ 0.40 | \$ 0.25 | \$ 0.25 |
| Holy Armor | W | ECr | CI | \$ 0.30 | \$ 0.25 | \$ 0.25 |
| Holy Strength | W | ECr | CI | \$ 0.40 | \$ 0.25 | \$ 0.25 |
| Howl from Beyond | B | Int | CI | \$ 0.40 | \$ 0.25 | \$ 0.23 |
| Howling Mine | A | C | RI | \$ 5.00 | \$ 5.00 | \$ 4.00 |
| Hurly's Recall | U | Int | RI | \$ 4.75 | \$ 4.00 | \$ 3.00 |
| Hurlock Mottaur | R | Sum | CI | \$ 0.35 | \$ 0.25 | \$ 0.20 |
| Hurricane | G | Sor | UI | \$ 1.75 | \$ 1.25 | \$ 1.00 |
| Hypnotic Specter | B | Sum | UI | \$ 2.50 | \$ 2.50 | \$ 1.00 |
| Instill Energy | G | ECr | UI | \$ 1.50 | \$ 1.50 | \$ 1.00 |
| Iron Star | A | P | UI | \$ 1.63 | \$ 1.25 | \$ 0.50 |
| Ironroot Treefolk | G | Sum | CI | \$ 0.31 | \$ 0.25 | \$ 0.24 |
| Island Fish Jasconius | U | Sum | RI | \$ 5.00 | \$ 4.25 | \$ 3.25 |
| Island Sanctuary | W | E | RI | \$ 5.00 | \$ 3.50 | \$ 2.50 |
| Island Blue | U | Lnd | CI | \$ 0.20 | \$ 0.10 | \$ 0.10 |
| Island Golden | U | Lnd | CI | \$ 0.20 | \$ 0.10 | \$ 0.10 |
| Island Red | U | Lnd | CI | \$ 0.20 | \$ 0.10 | \$ 0.10 |
| Ivory Cup | A | P | UI | \$ 1.50 | \$ 0.75 | \$ 0.43 |
| Ivory Tower | A | C | RI | \$ 4.50 | \$ 4.00 | \$ 2.63 |
| Jade Monolith | A | P | RI | \$ 3.00 | \$ 3.00 | \$ 2.13 |
| Jandor's Ring | A | M | RI | \$ 4.00 | \$ 3.00 | \$ 2.50 |
| Jandor's Saddlebags | A | M | RI | \$ 5.00 | \$ 3.00 | \$ 3.00 |
| Jayemdae Tome | A | M | RI | \$ 5.00 | \$ 3.50 | \$ 3.00 |
| Juggernaut | A | Cr | UI | \$ 2.00 | \$ 1.75 | \$ 0.86 |
| Jump | U | Int | CI | \$ 0.40 | \$ 0.25 | \$ 0.20 |
| Karma | W | E | UI | \$ 2.00 | \$ 1.00 | \$ 1.00 |
| Keldon Warlord | R | Sum | RI | \$ 0.50 | \$ 0.25 | \$ 0.50 |
| Kird Ape | R | Sum | CI | \$ 0.50 | \$ 0.25 | \$ 0.50 |
| Kormus Bell | A | C | RI | \$ 5.00 | \$ 4.25 | \$ 3.63 |
| Kufzu | G | Elnd | RI | \$ 4.00 | \$ 3.25 | \$ 2.63 |
| Lance | W | ECr | UI | \$ 1.50 | \$ 1.00 | \$ 0.95 |
| Ley Druid | G | Sum | UI | \$ 1.13 | \$ 1.00 | \$ 0.65 |
| Library of Leng | A | C | UI | \$ 1.50 | \$ 1.50 | \$ 0.75 |
| Lifeforce | G | E | UI | \$ 1.63 | \$ 1.50 | \$ 0.95 |
| Lifeline | G | Int | RI | \$ 3.00 | \$ 3.00 | \$ 2.00 |
| Lifetap | U | E | UI | \$ 1.50 | \$ 1.00 | \$ 0.79 |
| Lightning Bolt | R | Int | CI | \$ 0.58 | \$ 0.28 | \$ 0.24 |
| Living Artifact | G | EArt | RI | \$ 4.00 | \$ 4.00 | \$ 3.50 |
| Living Lands | G | E | RI | \$ 5.00 | \$ 4.50 | \$ 4.00 |
| Living Wall | A | C | UI | \$ 1.50 | \$ 1.50 | \$ 0.75 |
| Llanowar Elves | G | Sum | CI | \$ 0.35 | \$ 0.25 | \$ 0.24 |
| Lord of Atlantis | U | Sum | RI | \$ 6.00 | \$ 5.25 | \$ 5.00 |
| Lord of the Pit | B | Sum | RI | \$10.00 | \$ 9.00 | \$ 7.25 |
| Lure | G | ECr | UI | \$ 1.50 | \$ 1.50 | \$ 0.75 |
| Magical Hack | U | Int | RI | \$ 6.50 | \$ 5.50 | \$ 4.00 |
| Magnetic Mountain | R | E | RI | \$ 4.00 | \$ 3.00 | \$ 2.00 |
| Mahamoti Djinn | U | Sum | RI | \$ 8.00 | \$ 7.00 | \$ 6.50 |
| Mana Flare | R | E | RI | \$ 5.00 | \$ 5.00 | \$ 4.00 |
| Mana Short | U | Int | RI | \$ 5.00 | \$ 4.25 | \$ 4.00 |
| Mana Vault | A | M | RI | \$ 3.00 | \$ 3.00 | \$ 3.00 |
| Manabars | R | E | RI | \$ 4.00 | \$ 3.75 | \$ 3.00 |
| Meekstone | A | C | RI | \$ 5.00 | \$ 4.50 | \$ 3.00 |
| Merfolk of the Pearl Trident | U | Sum | CI | \$ 0.26 | \$ 0.25 | \$ 0.20 |
| Mesa Pegasus | W | Sum | CI | \$ 0.26 | \$ 0.25 | \$ 0.20 |
| Miasma | R | Sum | RI | \$ 5.00 | \$ 4.00 | \$ 3.13 |
| Millstone | A | M | RI | \$ 4.00 | \$ 3.00 | \$ 2.00 |
| Mind Twist | B | Sor | RI | \$ 6.00 | \$ 5.00 | \$ 4.50 |
| Mishra's War Machine | A | Cr | RI | \$ 4.00 | \$ 3.50 | \$ 3.00 |
| Monk's Blue Raiders | R | Sum | CI | \$ 0.26 | \$ 0.25 | \$ 0.19 |
| Mountain Blaze | R | Lnd | CI | \$ 0.20 | \$ 0.10 | \$ 0.10 |
| Mountain Brown | R | Lnd | CI | \$ 0.20 | \$ 0.10 | \$ 0.10 |
| Mountain Green Sky | R | Lnd | CI | \$ 0.20 | \$ 0.10 | \$ 0.10 |
| Nether Shadow | B | Sum | RI | \$ 5.00 | \$ 4.00 | \$ 3.00 |
| Nettling Imp | B | Sum | UI | \$ 1.63 | \$ 1.50 | \$ 0.75 |
| Nevinyrral's Disk | A | M | RI | \$ 6.00 | \$ 5.00 | \$ 4.50 |
| Nightmare | B | Sum | RI | \$10.00 | \$10.00 | \$ 8.50 |
| Northern Paladin | W | Sum | RI | \$10.00 | \$ 8.00 | \$ 7.00 |
| Obsidian Golem | A | Cr | UI | \$ 2.00 | \$ 1.50 | \$ 1.00 |
| Onulet | A | Cr | UI | \$ 3.00 | \$ 2.00 | \$ 1.50 |
| Orsch Artillery | R | Sum | UI | \$ 1.00 | \$ 1.00 | \$ 0.65 |
| Orsch Oriflame | R | E | RI | \$ 2.00 | \$ 1.50 | \$ 1.00 |
| Orothopter | A | Cr | UI | \$ 1.00 | \$ 0.88 | \$ 0.45 |
| Paralyze | B | ECr | CI | \$ 0.35 | \$ 0.25 | \$ 0.24 |
| Pearled Unicorn | W | Sum | CI | \$ 0.26 | \$ 0.25 | \$ 0.20 |
| Personal Incarnation | W | Sum | RI | \$ 8.00 | \$ 6.50 | \$ 5.50 |
| Pestilence | B | E | CI | \$ 0.50 | \$ 0.25 | \$ 0.20 |
| Phantasmal Forces | U | Sum | UI | \$ 1.50 | \$ 0.88 | \$ 0.50 |
| Phantasmal Terrain | U | Elnd | CI | \$ 0.31 | \$ 0.25 | \$ 0.20 |
| Phantom Monster | U | Sum | UI | \$ 1.50 | \$ 1.00 | \$ 0.69 |
| Pirate Ship | U | Sum | RI | \$ 5.00 | \$ 5.00 | \$ 3.88 |
| Plague Rats | B | Sum | CI | \$ 0.50 | \$ 0.33 | \$ 0.24 |
| Plains No Trees | W | Lnd | CI | \$ 0.10 | \$ 0.10 | \$ 0.05 |
| Plains Pink Horizon | W | Lnd | CI | \$ 0.10 | \$ 0.10 | \$ 0.05 |
| Plains Trees | W | Lnd | CI | \$ 0 | | |

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PRICE GUIDE

ARABIAN NIGHTS



| CARD NAME | COLOR | TYPE | RARITY | UPPER | MEDIAN | LOWER |
|--------------------|-------|------|--------|----------|----------|----------|
| Abu Ja'far | W | Sum | U3 | \$ 13.00 | \$ 10.00 | \$ 7.50 |
| Aladdin | R | Sum | U2 | \$ 16.00 | \$ 13.00 | \$ 5.00 |
| Aladdin's Lamp | A | M | U2 | \$ 8.00 | \$ 6.00 | \$ 6.00 |
| Aladdin's Ring | A | M | U2 | \$ 9.00 | \$ 7.00 | \$ 5.50 |
| Ali Baba | R | Sum | U3 | \$ 10.00 | \$ 7.75 | \$ 6.00 |
| Ali from Cairo | R | Sum | U2 | \$ 30.00 | \$ 25.00 | \$ 15.00 |
| Army of Allah (a) | W | Ins | C4 | \$ 3.00 | \$ 2.25 | \$ 1.50 |
| Army of Allah (b) | W | Ins | C4 | \$ 3.00 | \$ 2.00 | \$ 1.00 |
| Bazaar of Baghdad | Be | L | U3 | \$ 10.00 | \$ 6.00 | \$ 5.00 |
| Bird Maiden (a) | R | Sum | C4 | \$ 3.00 | \$ 1.75 | \$ 1.00 |
| Bird Maiden (b) | R | Sum | C4 | \$ 2.75 | \$ 1.25 | \$ 1.00 |
| Bottle of Suleiman | A | M | U2 | \$ 8.00 | \$ 7.00 | \$ 5.00 |
| Brass Man | A | ACr | U3 | \$ 3.88 | \$ 2.00 | \$ 2.00 |
| Camel | W | Sum | C5 | \$ 2.00 | \$ 1.50 | \$ 1.00 |
| City in a Bottle | A | C | U2 | \$ 12.75 | \$ 11.00 | \$ 8.13 |
| City of Brass | Be | L | U3 | \$ 10.00 | \$ 8.00 | \$ 6.00 |
| Cuombaji Witches | B | Sum | C4 | \$ 2.00 | \$ 2.00 | \$ 0.75 |
| Cyclone | G | E | U3 | \$ 6.00 | \$ 5.50 | \$ 3.00 |
| Dancing Scimitar | A | ACr | U2 | \$ 8.00 | \$ 6.00 | \$ 5.00 |
| Dandan | U | Sum | C4 | \$ 2.00 | \$ 1.50 | \$ 1.00 |
| Desert | Be | L | C11 | \$ 3.00 | \$ 2.50 | \$ 1.25 |
| Desert Nomads | R | Sum | C4 | \$ 2.00 | \$ 2.00 | \$ 1.00 |
| Desert Twister | G | Sor | U3 | \$ 7.00 | \$ 6.00 | \$ 3.00 |
| Diamond Valley | Be | L | U2 | \$ 19.00 | \$ 15.00 | \$ 10.00 |
| Drop of Honey | G | E | U2 | \$ 17.00 | \$ 14.00 | \$ 10.00 |
| Ebony Horse | A | M | U2 | \$ 8.00 | \$ 6.00 | \$ 5.00 |
| El-Hajjaj | B | Sum | U2 | \$ 7.75 | \$ 6.50 | \$ 5.25 |
| Elephant Graveyard | Be | L | U2 | \$ 16.00 | \$ 15.00 | \$ 8.50 |
| Erg Raiders (a) | B | Sum | C5 | \$ 2.00 | \$ 1.00 | \$ 0.75 |
| Erg Raiders (b) | B | Sum | C5 | \$ 2.00 | \$ 1.00 | \$ 0.75 |
| Erhnam Djinn | G | Sum | U2 | \$ 10.50 | \$ 8.75 | \$ 5.75 |

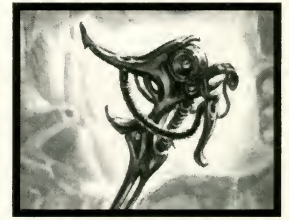
| CARD NAME | COLOR | TYPE | RARITY | UPPER | MEDIAN | LOWER |
|-----------------------|-------|------|--------|----------|----------|----------|
| Eye for an Eye | W | Ins | U3 | \$ 10.00 | \$ 7.00 | \$ 5.00 |
| Fishliver Oil (a) | U | Ecr | C4 | \$ 2.00 | \$ 1.25 | \$ 1.00 |
| Fishliver Oil (b) | U | Ecr | C4 | \$ 2.00 | \$ 1.00 | \$ 1.00 |
| Flying Carpet | A | M | U3 | \$ 8.00 | \$ 6.00 | \$ 4.00 |
| Flying Men | U | Sum | C5 | \$ 2.88 | \$ 2.00 | \$ 1.50 |
| Ghazban Ogre | G | Sum | C4 | \$ 2.00 | \$ 1.00 | \$ 0.75 |
| Giant Tortoise (a) | U | Sum | C4 | \$ 2.00 | \$ 1.00 | \$ 0.75 |
| Giant Tortoise (b) | U | Sum | C4 | \$ 2.00 | \$ 1.00 | \$ 0.75 |
| Guardian Beast | B | Sum | U2 | \$ 35.00 | \$ 30.00 | \$ 20.00 |
| Hasran Ogress (a) | B | Sum | C5 | \$ 2.00 | \$ 1.00 | \$ 0.75 |
| Hasran Ogress (b) | B | Sum | C5 | \$ 2.00 | \$ 1.00 | \$ 0.75 |
| Hurr Jackal | R | Sum | C4 | \$ 3.00 | \$ 2.00 | \$ 1.50 |
| Ih-Biff Efreet | G | Sum | U2 | \$ 10.00 | \$ 9.00 | \$ 6.00 |
| Island Fish Jasconius | U | Sum | U2 | \$ 8.00 | \$ 6.00 | \$ 5.00 |
| Island of Wak-Wak | Be | L | U2 | \$ 18.00 | \$ 15.00 | \$ 8.25 |
| Jandor's Ring | A | M | U2 | \$ 7.00 | \$ 5.00 | \$ 4.00 |
| Jandor's Saddlebags | A | M | U2 | \$ 7.00 | \$ 5.00 | \$ 5.00 |
| Jeweled Bird | A | M | U3 | \$ 8.00 | \$ 6.00 | \$ 5.00 |
| Jihad | W | E | U2 | \$ 20.00 | \$ 15.00 | \$ 10.00 |
| Junun Efreet | B | Sum | U2 | \$ 10.00 | \$ 8.00 | \$ 6.00 |
| Juzam Djinn | B | Sum | U2 | \$ 12.00 | \$ 11.00 | \$ 8.25 |
| Khabal Ghoul | B | Sum | U3 | \$ 19.50 | \$ 12.25 | \$ 9.25 |
| King Suleiman | W | Sum | U2 | \$ 10.75 | \$ 10.00 | \$ 5.50 |
| Kird Ape | R | Sum | C5 | \$ 3.00 | \$ 1.00 | \$ 0.75 |
| Library of Alexandria | Be | L | U3 | \$ 15.50 | \$ 13.00 | \$ 5.00 |
| Magnetic Mountain | R | E | U3 | \$ 8.00 | \$ 6.00 | \$ 4.00 |
| Merchant Ship | U | Sum | U3 | \$ 8.00 | \$ 6.00 | \$ 5.00 |
| Metamorphosis | G | Sor | C4 | \$ 2.00 | \$ 1.00 | \$ 0.85 |
| Mijae Djinn | R | Sum | U2 | \$ 9.25 | \$ 7.50 | \$ 6.13 |
| Moorish Cavalry (a) | W | Sum | C5 | \$ 4.88 | \$ 2.25 | \$ 2.00 |
| Moorish Cavalry (b) | W | Sum | C5 | \$ 4.38 | \$ 2.00 | \$ 1.25 |

| CARD NAME | COLOR | TYPE | RARITY | UPPER | MEDIAN | LOWER |
|---------------------------|-------|------|--------|----------|----------|----------|
| Mountain | Be | L | C1 | \$ 5.00 | \$ 3.50 | \$ 2.75 |
| Nafs Asp (a) | G | Sum | C4 | \$ 2.75 | \$ 1.75 | \$ 1.00 |
| Nafs Asp (b) | G | Sum | C4 | \$ 2.00 | \$ 1.25 | \$ 1.00 |
| Oasis | Be | L | C1 | \$ 8.00 | \$ 6.00 | \$ 5.00 |
| Old Man of the Sea | U | Sum | U2 | \$ 24.75 | \$ 15.00 | \$ 10.00 |
| Oubiette (a) | B | E | C4 | \$ 4.75 | \$ 4.00 | \$ 3.00 |
| Oubiette (b) | B | E | C4 | \$ 4.00 | \$ 3.75 | \$ 1.50 |
| Piety (a) | W | Ins | C4 | \$ 2.00 | \$ 1.75 | \$ 0.81 |
| Piety (b) | W | Ins | C4 | \$ 2.00 | \$ 1.50 | \$ 0.81 |
| Pyramids | A | P | U2 | \$ 16.00 | \$ 14.00 | \$ 8.50 |
| Repentant Blacksmith | W | Sum | U2 | \$ 10.00 | \$ 9.00 | \$ 5.00 |
| Ring of Ma'ruf | A | M | U2 | \$ 15.00 | \$ 10.00 | \$ 5.00 |
| Rukh Egg (a) | R | Sum | C4 | \$ 5.00 | \$ 4.75 | \$ 2.25 |
| Rukh Egg (b) | R | Sum | C4 | \$ 5.00 | \$ 4.00 | \$ 1.63 |
| Sandals of Abdallah | A | M | U3 | \$ 8.00 | \$ 6.00 | \$ 5.00 |
| Sandstorm | G | Ins | C5 | \$ 2.88 | \$ 2.00 | \$ 1.50 |
| Serendib Djinn | U | Sum | U2 | \$ 10.00 | \$ 7.00 | \$ 5.00 |
| Serendib Efreet | U | Sum | U2 | \$ 10.50 | \$ 8.50 | \$ 5.75 |
| Shahrazad | W | Sor | U2 | \$ 15.00 | \$ 10.00 | \$ 8.00 |
| Sindbad | U | Sum | U3 | \$ 10.00 | \$ 6.00 | \$ 3.50 |
| Singing Tree | G | Sum | U2 | \$ 20.00 | \$ 14.50 | \$ 10.50 |
| Sorceress Queen | B | Sum | U3 | \$ 8.75 | \$ 7.75 | \$ 5.25 |
| Stone-Throwing Devils (a) | B | Sum | C4 | \$ 3.00 | \$ 2.00 | \$ 1.63 |
| Stone-Throwing Devils (b) | B | Sum | C4 | \$ 2.88 | \$ 2.00 | \$ 1.13 |
| Unstable Mutation | U | Ecr | C5 | \$ 1.38 | \$ 1.00 | \$ 0.81 |
| War Elephant (a) | W | Sum | C4 | \$ 4.00 | \$ 3.00 | \$ 1.63 |
| War Elephant (b) | W | Sum | C4 | \$ 3.75 | \$ 2.75 | \$ 1.13 |
| Wyluli Wolf (a) | G | Sum | C5 | \$ 3.75 | \$ 3.00 | \$ 1.63 |
| Wyluli Wolf (b) | G | Sum | C5 | \$ 3.00 | \$ 2.75 | \$ 1.13 |
| Ydwen Efreet | R | Sum | U2 | \$ 10.00 | \$ 8.00 | \$ 6.00 |



PRICE GUIDE

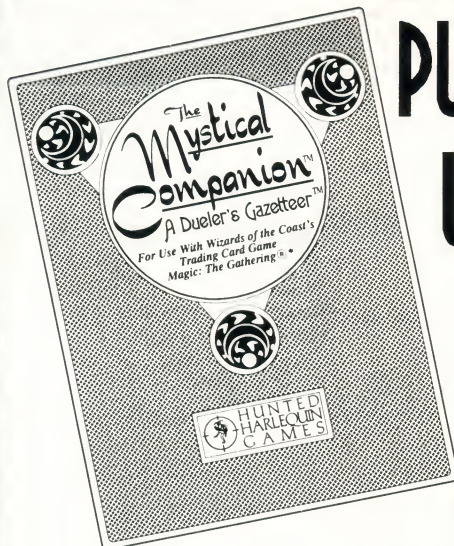
ANTIQUITIES



| CARD NAME | COLOR | TYPE | RARITY | UPPER | MEDIAN | LOWER |
|---------------------------------|-------|------|--------|----------|----------|---------|
| Amulet of Kroog | A | M | C4 | \$ 1.00 | \$ 1.00 | \$ 0.45 |
| Argvian Archaeologist | W | S | U1 | \$ 19.50 | \$ 13.00 | \$ 8.50 |
| Argvian Blacksmith | W | S | C4 | \$ 1.00 | \$ 1.00 | \$ 0.50 |
| Argvian Pixies | G | S | C4 | \$ 1.13 | \$ 1.00 | \$ 0.50 |
| Argvian Treefolk | G | S | C4 | \$ 1.63 | \$ 1.00 | \$ 0.50 |
| Armageddon Clock | A | C | U2 | \$ 6.00 | \$ 5.00 | \$ 4.75 |
| Artifact Blast | R | Int | C4 | \$ 1.50 | \$ 1.00 | \$ 0.45 |
| Artifact Possession | B | EArt | C4 | \$ 1.00 | \$ 1.00 | \$ 0.50 |
| Artifact Ward | W | Ecr | C4 | \$ 2.00 | \$ 1.00 | \$ 0.50 |
| Ashnod's Altar | A | P | U2 | \$ 4.00 | \$ 4.00 | \$ 2.25 |
| Ashnod's Battle Gear | A | M | U2 | \$ 4.00 | \$ 3.75 | \$ 2.75 |
| Ashnod's Transmogrant | A | M | U3 | \$ 4.00 | \$ 3.00 | \$ 1.75 |
| Atog | R | S | C4 | \$ 1.00 | \$ 1.00 | \$ 0.40 |
| Battering Ram | A | ACr | C4 | \$ 1.75 | \$ 1.00 | \$ 0.40 |
| Bronze Tablet | A | M | U1 | \$ 9.00 | \$ 7.25 | \$ 4.25 |
| Candelabra of Tawnos | A | M | U1 | \$ 11.25 | \$ 10.00 | \$ 9.00 |
| Circle of Protection: Artifacts | W | E | U3 | \$ 6.63 | \$ 5.00 | \$ 4.75 |
| Citanul Druid | G | S | U3 | \$ 3.63 | \$ 3.00 | \$ 2.00 |
| Clay Statue | A | ACr | C4 | \$ 2.00 | \$ 1.00 | \$ 0.50 |
| Clockwork Avian | A | ACr | U1 | \$ 11.00 | \$ 10.00 | \$ 5.50 |
| Colossus of Sardia | A | ACr | U1 | \$ 16.50 | \$ 11.00 | \$ 9.50 |
| Coral Helm | A | P | U1 | \$ 8.00 | \$ 6.50 | \$ 5.00 |
| Crumble | G | Ins | C4 | \$ 1.00 | \$ 1.00 | \$ 0.45 |
| Cursed Rack | A | C | U1 | \$ 4.00 | \$ 3.00 | \$ 2.00 |
| Damping Field | W | E | C3 | \$ 3.75 | \$ 3.00 | \$ 1.63 |
| Detonate | R | Sor | U3 | \$ 4.00 | \$ 3.00 | \$ 2.50 |
| Drafn's Restoration | U | Sor | C4 | \$ 1.00 | \$ 1.00 | \$ 0.35 |
| Dragon Engine | A | ACr | C4 | \$ 1.75 | \$ 1.00 | \$ 0.55 |
| Dwarven Weaponsmith | R | Sum | U3 | \$ 4.00 | \$ 3.00 | \$ 2.25 |
| Energy Flux | U | E | U3 | \$ 3.38 | \$ 2.50 | \$ 1.00 |
| Feldon's Cane | A | M | U3 | \$ 6.00 | \$ 5.00 | \$ 3.75 |
| Gaea's Avenger | G | Sum | U1 | \$ 12.00 | \$ 10.00 | \$ 8.00 |
| Gate to Phyrexia | B | E | U3 | \$ 4.00 | \$ 3.00 | \$ 1.75 |
| Goblin Artisans | R | Sum | U3 | \$ 3.25 | \$ 3.00 | \$ 1.35 |

| CARD NAME | COLOR | TYPE | RARITY | UPPER | MEDIAN | LOWER |
|---|-------|------|--------|----------|----------|---------|
| Golgothian Sylex | A | M | U1 | \$ 9.75 | \$ 8.50 | \$ 7.13 |
| Grapeshot Catapult | A | ACr | C4 | \$ 1.00 | \$ 1.00 | \$ 0.45 |
| Haunting Wind | B | E | U3 | \$ 3.75 | \$ 3.00 | \$ 1.75 |
| Hurkyl's Recall | U | Ins | U1 | \$ 7.00 | \$ 6.00 | \$ 4.00 |
| Ivory Tower | A | C | U3 | \$ 5.00 | \$ 4.50 | \$ 4.00 |
| Jalum Tome | A | M | U2 | \$ 5.50 | \$ 4.00 | \$ 3.50 |
| Martyrs of Korlis | W | Sum | U3 | \$ 5.00 | \$ 4.00 | \$ 2.88 |
| Mightstone | A | C | U3 | \$ 4.00 | \$ 3.50 | \$ 2.50 |
| Millstone | A | M | U3 | \$ 4.00 | \$ 3.00 | \$ 3.00 |
| Mishra's Factory, autumn | Be | L | U1 | \$ 6.00 | \$ 5.00 | \$ 4.00 |
| Mishra's Factory, spring/blue balloon | Be | L | C1 | \$ 5.50 | \$ 5.00 | \$ 3.50 |
| Mishra's Factory, summer | Be | L | U1 | \$ 6.00 | \$ 5.00 | \$ 4.00 |
| Mishra's Factory, winter | Be | L | U1 | \$ 6.00 | \$ 5.00 | \$ 4.00 |
| Mishra's War Machine | A | ACr | U1 | \$ 7.75 | \$ 6.00 | \$ 5.00 |
| Mishra's Workshop | Be | L | U1 | \$ 10.00 | \$ 8.50 | \$ 6.00 |
| Mishra's Workshop | A | M | U1 | \$ 10.50 | \$ 8.00 | \$ 5.00 |
| Onulet | A | ACr | U3 | \$ 3.38 | \$ 3.00 | \$ 2.00 |
| Orkish Mechanics | R | Sum | C4 | \$ 1.00 | \$ 1.00 | \$ 0.45 |
| Ornitopter | A | ACr | C4 | \$ 1.75 | \$ 1.00 | \$ 0.50 |
| Phyrexian Gremlins | B | Sum | C4 | \$ 2.00 | \$ 1.00 | \$ 0.50 |
| Power Artifact | U | EArt | U3 | \$ 3.88 | \$ 3.00 | \$ 2.00 |
| Powerleech | G | E | U3 | \$ 4.00 | \$ 3.50 | \$ 2.50 |
| Priest of Yawgmooth | B | Sum | C4 | \$ 1.13 | \$ 1.00 | \$ 0.48 |
| Primal Clay | A | ACr | U3 | \$ 4.38 | \$ 3.50 | \$ 2.63 |
| Rakalite | A | P | U3 | \$ 4.00 | \$ 3.00 | \$ 1.75 |
| Reconstruction | U | Sor | C4 | \$ 1.00 | \$ 1.00 | \$ 0.45 |
| Reverse Polarity | W | Ins | C4 | \$ 1.38 | \$ 1.00 | \$ 0.50 |
| Rocket Launcher | A | P | U3 | \$ 4.00 | \$ 3.00 | \$ 2.25 |
| Sage of Lat-Nam | U | Sum | C4 | \$ 1.00 | \$ 1.00 | \$ 0.48 |
| Shapeshifter | A | ACr | U1 | \$ 10.00 | \$ 10.00 | \$ 7.75 |
| Shatterstorm | R | Sor | U1 | \$ 7.00 | \$ 5.25 | \$ 5.00 |
| Staff of Zegon | A | M | C4 | \$ 1.25 | \$ 1.00 | \$ 0.50 |
| Strip Mine, small tower in foreground | Be | L | U1 | \$ 6.00 | \$ 4.50 | \$ 3.00 |
| Strip Mine, no tower, no viable horizon | Be | L | C1 | \$ 6.00 | \$ 4.50 | \$ 3.00 |

| CARD NAME | COLOR | TYPE | RARITY | UPPER | MEDIAN | LOWER |
|--|-------|------|--------|----------|----------|---------|
| Strip Mine, visible horizon, even terraces | Be | L | U1 | \$ 6.00 | \$ 5.00 | \$ 3.75 |
| Strip Mine, visible horizon, uneven terraces | Be | L | U1 | \$ 6.00 | \$ 5.00 | \$ 3.50 |
| Su-Chi | A | ACr | U3 | \$ 4.25 | \$ 3.00 | \$ 2.69 |
| Tablet of Epityr | A | P | C4 | \$ 1.25 | \$ 1.00 | \$ 0.50 |
| Tawnos's Coffin | A | M | U1 | \$ 11.00 | \$ 10.00 | \$ 5.00 |
| Tawnos's Wand | A | M | U3 | \$ 4.00 | \$ 3.00 | \$ 2.00 |
| Tawnos's Weaponry | A | M | U3 | \$ 4.00 | \$ 3.00 | \$ 2.50 |
| Tetrawas | A | ACr | U1 | \$ 10.00 | \$ 10.00 | \$ 7.00 |
| The Rack | A | C | U3 | \$ 4.00 | \$ 3.00 | \$ 1.63 |
| Titania's Song | G | E | U3 | \$ 4.00 | \$ 3.00 | \$ 2.63 |
| Transmute Artifact | U | Sor | U3 | \$ 3.50 | \$ 2.00 | \$ 1.50 |
| Triskellon | A | ACr | U1 | \$ 10.00 | \$ 9.00 | \$ 5.50 |
| Urza's Avenger | A | ACr | U1 | \$ 14.25 | \$ 10.00 | \$ 8.00 |
| Urza's Chalice | A | P | C4 | \$ 2.00 | \$ 1.00 | \$ 0.45 |
| Urza's Mine, clawed sphere | Be | L | C2 | \$ 2.00 | \$ 1.55 | \$ 1.00 |
| Urza's Mine, mouth | Be | L | C1 | \$ 3.00 | \$ 1.80 | \$ 1.00 |
| Urza's Mine, pulley | Be | L | C1 | \$ 3.00 | \$ 1.80 | \$ 1.00 |
| Urza's Mine, tower | Be | L | C2 | \$ 2.00 | \$ 1.60 | \$ 1.00 |
| Urza's Miter | A | P | U1 | \$ 8.00 | \$ 6.00 | \$ 5.00 |
| Urza's Power Plant, bug | Be | L | C2 | \$ 2.00 | \$ 1.55 | \$ 1.00 |
| Urza's Power Plant, columns | Be | L | C1 | \$ 2.88 | \$ 1.80 | \$ 1.00 |
| Urza's Power Plant, copper sphere | Be | L | C1 | \$ 2.00 | \$ 1.55 | \$ 1.00 |
| Urza's Power Plant, rock in pot | Be | L | C2 | \$ 2.88 | \$ 1.80 | \$ 1.00 |
| Urza's Tower, forest</ | | | | | | |



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PRICE GUIDE LEGENDS



| CARD NAME | COLOR | TYPE | RARITY | UPPER | MEDIAN | LOWER |
|---------------------------|-------|------|--------|---------|----------|---------|
| Abomination | B | U1 | Sum | \$5.00 | \$ 4.50 | \$ 4.00 |
| Acid Rain | U | R1 | Sor | \$12.00 | \$ 10.00 | \$ 8.00 |
| Active Volcano | R | C2 | Ins | \$ 1.00 | \$ 0.50 | \$ 0.35 |
| Adun Oakenshield | Gld | R1 | Sum | \$12.00 | \$12.00 | \$10.00 |
| Adventurer's Guildhouse | Be | U1 | L | \$ 3.00 | \$ 3.00 | \$ 2.63 |
| Aisling Leprechaun | G | C1 | Sum | \$ 1.00 | \$ 0.68 | \$ 0.50 |
| Akron Legionnaire | W | R1 | Sum | \$12.00 | \$10.00 | \$ 8.00 |
| Al-abara's Carpet | Be | R1 | A | \$12.00 | \$10.00 | \$ 8.00 |
| Alabaster Potion | W | C2 | Ins | \$ 1.00 | \$ 0.50 | \$ 0.40 |
| Alchor's Tomb | Be | R1 | A | \$10.00 | \$ 8.50 | \$ 8.00 |
| All Hallow's Eve | B | R1 | Sor | \$15.00 | \$15.00 | \$12.00 |
| Amrou Kithkin | W | C2 | Sum | \$ 1.00 | \$ 0.50 | \$ 0.35 |
| Angelic Voices | W | R1 | E | \$11.00 | \$10.00 | \$ 7.25 |
| Angus Mackenzie | Gld | R1 | Sum | \$12.00 | \$10.00 | \$ 8.00 |
| Anti-Magic Aura | U | C1 | Ecr | \$ 1.00 | \$ 1.00 | \$ 0.50 |
| Arboria | G | U1 | EW | \$ 4.00 | \$ 3.75 | \$ 3.00 |
| Arcades Sabbot | Gld | R1 | Sum | \$22.75 | \$20.00 | \$18.50 |
| Arena of the Ancients | Be | R1 | A | \$10.00 | \$ 9.00 | \$ 8.00 |
| Avoid Fate | G | C1 | Int | \$ 1.00 | \$ 0.63 | \$ 0.50 |
| Axelrod Gunnarson | Gld | R1 | Sum | \$12.00 | \$10.00 | \$ 9.00 |
| Aysha Tanaka | Gld | R1 | Sum | \$10.00 | \$10.00 | \$ 8.00 |
| Azure Drake | U | U1 | Sum | \$ 5.00 | \$ 4.00 | \$ 3.00 |
| Backdraft | R | U1 | Ins | \$ 4.00 | \$ 3.00 | \$ 3.00 |
| Backfire | U | U1 | Ecr | \$ 4.00 | \$ 3.50 | \$ 3.00 |
| Barbary Apes | G | C1 | Sum | \$ 1.00 | \$ 0.50 | \$ 0.50 |
| Barktooth Warbeard | Gld | U1 | Sum | \$ 6.00 | \$ 5.00 | \$ 4.13 |
| Bartel Runeaxe | Gld | R1 | Sum | \$12.00 | \$10.00 | \$ 8.00 |
| Beasts of Bogardan | R | U1 | Sum | \$ 5.00 | \$ 4.00 | \$ 4.00 |
| Black Mana Battery | Be | U1 | A | \$ 7.50 | \$ 6.00 | \$ 5.50 |
| Blazing Effigy | R | C1 | Sum | \$ 1.00 | \$ 0.55 | \$ 0.35 |
| Blight | B | U1 | EL | \$ 4.00 | \$ 3.00 | \$ 3.00 |
| Blood Lust | R | U1 | Ins | \$ 5.50 | \$ 4.00 | \$ 3.50 |
| Blue Mana Battery | Be | U1 | A | \$ 7.00 | \$ 6.00 | \$ 5.00 |
| Boomerang | U | C2 | Ins | \$ 1.00 | \$ 0.63 | \$ 0.43 |
| Boris Devilboon | Gld | R1 | Sum | \$12.00 | \$12.00 | \$10.00 |
| Brine Hag | U | U1 | Sum | \$ 5.00 | \$ 4.00 | \$ 3.13 |
| Bronze Horse | Be | R1 | ACr | \$10.00 | \$ 8.00 | \$ 7.00 |
| Carriion Ants | B | R1 | Sum | \$20.00 | \$15.00 | \$11.25 |
| Cat Warriors | G | C2 | Sum | \$ 1.00 | \$ 0.50 | \$ 0.40 |
| Cathedral of Serra | Be | U1 | L | \$ 3.38 | \$ 3.00 | \$ 3.00 |
| Caverns of Despair | R | R1 | EW | \$10.00 | \$10.00 | \$ 7.75 |
| Chain Lightning | R | C2 | Sor | \$ 1.00 | \$ 0.75 | \$ 0.50 |
| Chains of Mephistopheles | B | R1 | E | \$10.00 | \$10.00 | \$ 8.00 |
| Chromium | Gld | R1 | Sum | \$22.75 | \$20.00 | \$20.00 |
| Cleanse | W | R1 | Sor | \$15.00 | \$11.50 | \$10.00 |
| Clergy of the Holy Nimbus | W | C2 | Sum | \$ 1.00 | \$ 0.50 | \$ 0.35 |
| Cocoon | G | U1 | Ecr | \$ 5.00 | \$ 4.00 | \$ 3.50 |
| Concordant Crossroads | G | R1 | EW | \$10.00 | \$ 9.00 | \$ 7.50 |
| Cosmic Horror | B | R1 | Sum | \$11.00 | \$10.00 | \$ 8.00 |
| Craw Giant | G | U1 | Sum | \$ 7.00 | \$ 6.00 | \$ 4.75 |
| Crevasse | R | U1 | E | \$ 4.00 | \$ 3.50 | \$ 3.00 |
| Crimson Kobolds | R | C2 | Sum | \$ 1.00 | \$ 0.63 | \$ 0.43 |
| Crimson Manticore | R | R1 | Sum | \$10.00 | \$ 9.00 | \$ 8.00 |
| Crookshank Kobolds | R | C2 | Sum | \$ 1.00 | \$ 0.63 | \$ 0.36 |
| Cyclopean Mummy | B | C2 | Sum | \$ 1.00 | \$ 0.50 | \$ 0.30 |
| D'Avenant Archer | W | C2 | Sum | \$ 1.00 | \$ 0.75 | \$ 0.25 |
| Dakkon Blackblade | Gld | R1 | Sum | \$19.50 | \$15.00 | \$15.00 |
| Darkness | B | C1 | Ins | \$ 1.00 | \$ 1.00 | \$ 0.50 |
| Deadfall | G | U1 | E | \$ 4.00 | \$ 3.00 | \$ 3.00 |
| Demonic Torment | B | U1 | Ecr | \$ 5.00 | \$ 3.75 | \$ 3.00 |
| Devouring Deep | U | C2 | Sum | \$ 1.00 | \$ 0.75 | \$ 0.30 |
| Disharmony | R | R1 | Ins | \$10.00 | \$ 8.00 | \$ 6.75 |
| Divine Intervention | W | R1 | E | \$10.50 | \$ 9.00 | \$ 8.00 |
| Divine Offering | W | C2 | Ins | \$ 1.00 | \$ 0.50 | \$ 0.44 |
| Divine Transformation | W | R1 | Ecr | \$13.00 | \$10.00 | \$ 7.00 |
| Dream Coat | U | U1 | Ecr | \$ 4.00 | \$ 3.00 | \$ 2.75 |
| Durkwood Boars | G | C2 | Sum | \$ 1.00 | \$ 0.63 | \$ 0.36 |
| Dwarven Song | R | U1 | Ins | \$ 4.00 | \$ 3.00 | \$ 3.00 |
| Elder Land Wurm | W | R1 | Sum | \$12.00 | \$10.00 | \$ 9.00 |
| Elder Spawn | U | R1 | Sum | \$10.00 | \$ 8.00 | \$ 6.00 |
| Elven Riders | G | R1 | Sum | \$10.38 | \$10.00 | \$ 7.75 |
| Emerald Dragonfly | G | C2 | Sum | \$ 1.00 | \$ 0.50 | \$ 0.30 |
| Enchanting Being | W | C1 | Sum | \$ 1.00 | \$ 0.83 | \$ 0.50 |
| Enchantment Alteration | U | C1 | Ins | \$ 1.50 | \$ 1.00 | \$ 0.50 |
| Energy Tap | U | C2 | Sor | \$ 1.00 | \$ 0.75 | \$ 0.50 |
| Equinox | W | C1 | EL | \$ 1.13 | \$ 0.86 | \$ 0.50 |
| Eternal Warrior | R | U1 | Ecr | \$ 6.00 | \$ 4.00 | \$ 4.00 |
| Eureka | G | R1 | Sor | \$14.13 | \$11.00 | \$10.00 |
| Evil Eye of Orms-By-Gore | B | U1 | Sum | \$ 5.13 | \$ 4.00 | \$ 3.00 |
| Fallen Angel | B | R1 | Sor | \$ 6.25 | \$ 5.00 | \$ 4.50 |
| Falling Star | R | R1 | Sum | \$10.25 | \$10.00 | \$ 8.00 |
| Feint | R | C1 | Ins | \$ 1.00 | \$ 0.75 | \$ 0.50 |
| Field of Dreams | U | R1 | EW | \$10.00 | \$ 8.00 | \$ 8.00 |
| Fire Sprites | G | C2 | Sum | \$ 1.00 | \$ 0.75 | \$ 0.50 |
| Firestorm Phoenix | R | R1 | Sum | \$15.75 | \$13.00 | \$10.50 |
| Flash Counter | U | C2 | Int | \$ 1.00 | \$ 0.63 | \$ 0.36 |

| CARD NAME | COLOR | TYPE | RARITY | UPPER | MEDIAN | LOWER |
|-------------------------------|-------|------|--------|---------|----------|---------|
| Flash Flood | U | C2 | Ins | \$ 1.00 | \$ 0.75 | \$ 0.30 |
| Floral Spuzzem | G | U1 | Sum | \$ 4.00 | \$ 4.00 | \$ 4.00 |
| Force Spike | U | C2 | Int | \$ 1.00 | \$ 0.50 | \$ 0.29 |
| Forethought Amulet | Be | R1 | A | \$10.00 | \$10.00 | \$ 7.75 |
| Fortified Area | W | U1 | E | \$ 4.00 | \$ 3.25 | \$ 3.00 |
| Frost Giant | R | U1 | Sum | \$ 4.25 | \$ 4.00 | \$ 3.38 |
| Gabriel Angellfire | Gld | R1 | Sum | \$12.50 | \$ 11.00 | \$ 9.75 |
| Gaseous Form | U | C1 | Ecr | \$ 1.00 | \$ 0.78 | \$ 0.50 |
| Ghostlets of Chaos | Be | R1 | A | \$12.00 | \$10.00 | \$10.00 |
| Guants of the Damned | B | C2 | Sum | \$ 1.00 | \$ 0.75 | \$ 0.40 |
| Giant Slug | B | C2 | Sum | \$ 1.00 | \$ 0.75 | \$ 0.50 |
| Giant Strength | R | C2 | Ecr | \$ 1.00 | \$ 0.75 | \$ 0.40 |
| Giant Turtle | G | C2 | Sum | \$ 1.00 | \$ 0.75 | \$ 0.30 |
| Glyph of Delusion | U | C1 | Ins | \$ 1.00 | \$ 0.63 | \$ 0.48 |
| Glyph of Destruction | R | C2 | Ins | \$ 1.00 | \$ 0.75 | \$ 0.40 |
| Glyph of Doom | B | C2 | Ins | \$ 1.00 | \$ 0.63 | \$ 0.36 |
| Glyph of Life | W | C2 | Ins | \$ 1.00 | \$ 0.75 | \$ 0.40 |
| Glyph of Reincarnation | G | C1 | Ins | \$ 1.00 | \$ 0.50 | \$ 0.48 |
| Gosta Dirk | Gld | R1 | Sum | \$10.50 | \$10.00 | \$ 8.00 |
| Gravity Sphere | R | R1 | EW | \$15.75 | \$11.00 | \$10.00 |
| Great Defender | W | U1 | Ins | \$ 4.13 | \$ 3.75 | \$ 3.00 |
| Great Wall | W | U1 | E | \$ 4.00 | \$ 3.00 | \$ 3.00 |
| Greater Realm of Preservation | W | U1 | E | \$ 7.00 | \$ 4.00 | \$ 4.00 |
| Green | B | R1 | E | \$10.00 | \$ 8.00 | \$ 6.75 |
| Green Mana Battery | Be | U1 | A | \$ 7.00 | \$ 6.00 | \$ 5.00 |
| Gwendlyn Di Corci | Gld | R1 | Sum | \$12.00 | \$10.00 | \$ 8.75 |
| Halfdane | Gld | R1 | Sum | \$10.50 | \$10.00 | \$ 7.88 |
| Hammerheim | Be | U2 | LL | \$ 4.00 | \$ 3.00 | \$ 3.00 |
| Hazeon Tamar | Gld | R1 | Sum | \$15.50 | \$12.00 | \$11.00 |
| Headless Horseman | B | C1 | Sum | \$ 1.00 | \$ 0.75 | \$ 0.50 |
| Heaven's Gate | W | U1 | Ins | \$ 4.00 | \$ 3.00 | \$ 3.00 |
| Hell Swarm | B | C1 | Ins | \$ 1.00 | \$ 0.50 | \$ 0.50 |
| Hell's Caretaker | B | R1 | Sor | \$15.00 | \$12.00 | \$10.00 |
| Hellfire | R | R1 | Sor | \$15.00 | \$12.00 | \$10.00 |
| Holy Day | W | C1 | Ins | \$ 1.00 | \$ 0.68 | \$ 0.50 |
| Horn of Deafening | Be | R1 | A | \$10.00 | \$ 9.00 | \$ 8.00 |
| Hornet Cobra | G | C2 | Sum | \$ 1.00 | \$ 0.50 | \$ 0.30 |
| Horror of Horrors | B | U1 | E | \$ 5.25 | \$ 4.00 | \$ 3.75 |
| Hunding Gjornersen | Gld | U1 | Sum | \$ 6.00 | \$ 5.00 | \$ 4.00 |
| Hyperion Blacksmith | R | U1 | Sum | \$ 4.00 | \$ 3.25 | \$ 3.00 |
| Ichneumon Druid | G | U1 | Sum | \$ 5.00 | \$ 4.00 | \$ 3.00 |
| Immolation | R | C1 | Ecr | \$ 1.00 | \$ 0.50 | \$ 0.50 |
| Imprison | B | R1 | Ecr | \$10.00 | \$10.00 | \$ 8.50 |
| In the Eye of Chaos | U | R1 | EW | \$10.00 | \$10.00 | \$ 7.75 |
| Indestructible Aura | W | C2 | Ins | \$ 1.00 | \$ 0.63 | \$ 0.36 |
| Infernal Medusa | B | U1 | Sum | \$ 6.00 | \$ 5.00 | \$ 4.00 |
| Infinite Authority | R1 | Ecr | Ins | \$10.00 | \$ 8.50 | \$ 7.75 |
| Invoke Prejudice | U | R1 | E | \$12.00 | \$10.00 | \$ 8.38 |
| Ivory Guardians | W | U1 | Sum | \$ 5.00 | \$ 4.00 | \$ 3.00 |
| Jacques le Vert | Gld | R1 | Sum | \$12.00 | \$ 11.00 | \$ 9.50 |
| Jasmine Boreal | Gld | U1 | Sum | \$ 5.63 | \$ 5.00 | \$ 3.75 |
| Jedit Ojanen | Gld | U1 | Sum | \$ 6.00 | \$ 5.00 | \$ 4.00 |
| Jerrard of the Closed fist | Gld | U1 | Sum | \$ 5.50 | \$ 5.00 | \$ 4.00 |
| Johan | Gld | R1 | Sum | \$15.50 | \$12.00 | \$10.00 |
| Jovial Evil | B | R1 | Sor | \$10.50 | \$10.00 | \$ 9.00 |
| Juxtapose | U | R1 | Sor | \$10.00 | \$10.00 | \$ 7.75 |
| Karakas | Be | U2 | LL | \$ 5.00 | \$ 3.50 | \$ 3.00 |
| Kasimir the Lone Wolf | Gld | U1 | Sum | \$ 6.00 | \$ 5.00 | \$ 4.50 |
| Keepers of the Faith | W | C2 | Sum | \$ 1.00 | \$ 0.75 | \$ 0.50 |
| Kei Takahashi | Gld | R1 | Sum | \$12.00 | \$10.00 | \$ 7.75 |
| Killer Bees | G | R1 | Sum | \$16.50 | \$13.50 | \$12.00 |
| Kismet | W | U1 | E | \$ 6.00 | \$ 5.00 | \$ 4.00 |
| Knowledge Vault | Be | R1 | A | \$10.00 | \$ 9.50 | \$ 7.75 |
| Kobold Drill Sergeant | R | U1 | Sum | \$ 5.50 | \$ 5.00 | \$ 4.00 |
| Kobold Overlord | R | R1 | Sum | \$12.00 | \$10.00 | \$ 8.00 |
| Kobold Taskmaster | R | U1 | Sum | \$ 6.00 | \$ 5.00 | \$ 4.00 |
| Kobolds of Kher Keep | R | C2 | Sum | \$ 1.00 | \$ 0.75 | \$ 0.40 |
| Kry Shield | Be | U1 | A | \$ 4.00 | \$ 3.00 | \$ 3.00 |
| Lady Caleria | Gld | R1 | Sum | \$12.00 | \$10.00 | \$ 9.50 |
| Lady Evangela | Gld | R1 | Sum | \$11.00 | \$10.00 | \$ 9.00 |
| Lady Orca | Gld | U1 | Sum | \$ 6.00 | \$ 5.00 | \$ 4.00 |
| Land Equilibrium | U | R1 | E | \$10.00 | \$10.00 | \$ 6.75 |
| Land Tax | W | U1 | E | \$ 5.00 | \$ 5.00 | \$ 4.00 |
| Land's Edge | R | R1 | EW | \$10.00 | \$10.00 | \$ 8.50 |
| Lesser Werewolf | B | U1 | Sum | \$ 5.00 | \$ 5.00 | \$ 4.00 |
| Life Chisel | Be | U2 | A | \$ 4.50 | \$ 4.00 | \$ 3.00 |
| Life Matrix | Be | R1 | A | \$12.00 | \$10.00 | \$ 8.00 |
| Lifeblood | W | R1 | E | \$11.00 | \$ 9.00 | \$ 7.50 |
| Living Plane | G | R1 | EW | \$10.50 | \$10.00 | \$ 7.00 |
| Livonya Silone | Gld | R1 | Sum | \$12.00 | \$10.00 | \$ 8.50 |
| Lord Magnus | Gld | U1 | Sum | \$ 6.00 | \$ 5.50 | \$ 4.00 |
| Lost Soul | B | C2 | Sum | \$ 1.00 | \$ 0.75 | \$ 0.30 |
| Mana Drain | U | U1 | Int | \$ 5.00 | \$ 5.00 | \$ 3.25 |
| Mana Matrix | Be | R1 | A | \$10.25 | \$10.00 | \$ 7.75 |
| Marble Priest | Be | U1 | ACr | \$ 4.25 | \$ 4.00 | \$ 3.00 |
| Marhault Eldragon | Gld | U1 | Sum | \$ 6.00 | \$ 6.00 | \$ 3.88 |

| CARD NAME | COLOR | TYPE | RARITY | UPPER | MEDIAN | LOWER |
|---------------------|-------|------|--------|---------|---------|---------|
| Master of the Hunt | G | R1 | Sum | \$19.00 | \$15.00 | \$12.00 |
| Mirror Universe | Be | R1 | A | \$28.00 | \$16.00 | \$15.00 |
| Moat | W | R1 | E | \$16.00 | \$12.00 | \$10.00 |
| Mold Demon | B | R1 | Sum | \$10.00 | \$ 9.00 | \$ 7.88 |
| Moss Monster | G | C2 | Sum | \$ 1.00 | \$ 0.50 | \$ 0.40 |
| Mountain Stronghold | Be | U1 | L | \$ 3.00 | \$ 3.00 | \$ 3.00 |
| Mountain Yeti | R | U1 | Sum | \$ 4.25 | \$ 4.00 | \$ 3.00 |
| Nebuchadnezzar | Gld | R1 | Sum | \$15.00 | \$12.00 | \$12.00 |
| Nether Void | B | R1 | EW | \$10.00 | \$ 9.00 | \$ 7.00 |
| Nicol Bolas | Gld | R1 | Sum | \$25.00 | \$21.00 | \$20.00 |
| North Star | Be | R1 | A | \$12.00 | \$11.00 | \$10.00 |
| Nova Pentacle | Be | R1 | A | \$10.00 | \$ 9.25 | \$ 8.00 |
| Osai Vultures | W | C1 | Sum | \$ 1.00 | \$ 0.75 | \$ 0.50 |
| Palladia-Mors | Gld | R1 | Sum | \$23.50 | \$20.00 | \$20.00 |
| Part Water | U | U1 | Sor | \$ 4.00 | \$ 3.25 | \$ 3.00 |
| Pavel Malki | Gld | U1 | Sum | \$ 6.00 | \$ 5.00 | \$ 4.00 |
| Pendelhaven | Be | U2 | LL | \$ 4.00 | \$ 3.50 | \$ 3.00 |
| Petra Sphinx | W | R1 | Sum | \$10.50 | \$10.00 | \$ 8.00 |
| Pit Scorpion | B | C2 | Sum | \$ 1.00 | \$ 0.73 | \$ 0.44 |
| Pixie Queen | G | R1 | Sum | \$11.00 | \$10.00 | \$ 7.00 |
| Planar Gate | Be | R1 | A | \$10.50 | \$10.00 | \$ 7.75 |
| Pradesh Gypsies | G | U1 | Sum | \$ 4.00 | \$ 3.50 | \$ 3.00 |



PRICE GUIDE

LEGENDS



| CARD NAME | COLOR | TYPE | RARITY | UPPER | MEDIAN | LOWER |
|---------------------------------|-------|------|--------|---------|---------|---------|
| Teleport | U | R1 | Ins | \$10.00 | \$ 9.50 | \$ 7.75 |
| Tempest Efreet | R | R1 | Sum | \$10.00 | \$ 8.00 | \$ 7.00 |
| Tetsuo Umezawa | Gld | R1 | Sum | \$14.75 | \$12.00 | \$ 9.75 |
| The Abyss | B | R1 | EW | \$14.00 | \$10.00 | \$ 7.00 |
| The Brute | R | C1 | ECr | \$ 1.00 | \$ 0.75 | \$ 0.50 |
| The Lady of the Mountain | Gld | U1 | Sum | \$ 6.00 | \$ 5.00 | \$ 3.75 |
| The Tabernacle at Pendrell Vale | Be | R1 | LL | \$12.00 | \$10.00 | \$ 8.00 |
| The Wretched | B | R1 | Sum | \$20.00 | \$12.00 | \$10.00 |
| Thunder Spirit | W | R1 | Sum | \$14.00 | \$10.00 | \$ 9.00 |
| Time Elemental | U | R1 | Sum | \$12.00 | \$10.00 | \$10.00 |
| Tobias Andron | Gld | U1 | Sum | \$ 6.00 | \$ 5.00 | \$ 3.88 |
| Tolaria | Be | U2 | LL | \$ 4.00 | \$ 3.50 | \$ 3.00 |
| Tor Wauki | Gld | U1 | Sum | \$ 6.25 | \$ 5.50 | \$ 4.75 |
| Torsten Von Ursus | Gld | U1 | Sum | \$ 6.00 | \$ 4.50 | \$ 3.38 |
| Touch of Darkness | B | U1 | Ins | \$ 4.00 | \$ 3.50 | \$ 3.00 |
| Transmutation | B | C1 | Ins | \$ 1.00 | \$ 1.00 | \$ 0.50 |
| Triassic Egg | Be | R1 | A | \$10.00 | \$10.00 | \$ 8.00 |
| Tukmir Deathlock | Gld | R1 | Sum | \$12.00 | \$10.00 | \$ 9.25 |

| CARD NAME | COLOR | TYPE | RARITY | UPPER | MEDIAN | LOWER |
|-------------------|-------|------|--------|---------|----------|---------|
| Tundra Wolves | W | C2 | Sum | \$ 1.00 | \$ 0.55 | \$ 0.44 |
| Typhoon | G | R1 | Sor | \$10.00 | \$ 8.75 | \$ 6.75 |
| Undertow | U | U1 | E | \$ 4.00 | \$ 3.00 | \$ 3.00 |
| Underworld Dreams | B | U1 | E | \$ 8.00 | \$ 7.00 | \$ 5.00 |
| Unholy Citadel | Be | U2 | L | \$ 3.00 | \$ 3.00 | \$ 3.00 |
| Untamed Wilds | G | U1 | Sor | \$ 4.63 | \$ 3.50 | \$ 3.00 |
| Ur-Drago | Gld | R1 | Sum | \$12.00 | \$ 10.00 | \$ 8.00 |
| Urborg | Be | U2 | LL | \$ 4.00 | \$ 3.00 | \$ 3.00 |
| Vaectis Asmadi | Gld | R1 | Sum | \$22.75 | \$20.00 | \$20.00 |
| Vampire Bats | B | C2 | Sum | \$ 1.00 | \$ 0.50 | \$ 0.30 |
| Venarian Gold | U | C1 | ECr | \$ 1.00 | \$ 1.00 | \$ 0.50 |
| Visions | W | U1 | Sor | \$ 5.00 | \$ 3.50 | \$ 3.00 |
| Voodoo Doll | Be | R1 | A | \$10.00 | \$ 9.00 | \$ 7.75 |
| Walking Dead | B | C1 | Sum | \$ 1.00 | \$ 0.60 | \$ 0.50 |
| Wall of Caltrops | W | C1 | Sum | \$ 1.00 | \$ 1.00 | \$ 0.50 |
| Wall of Dust | R | U1 | Sum | \$ 4.00 | \$ 3.00 | \$ 3.00 |
| Wall of Earth | R | C2 | Sum | \$ 1.00 | \$ 0.75 | \$ 0.50 |
| Wall of Heat | R | C1 | Sum | \$ 1.00 | \$ 1.00 | \$ 0.50 |

| CARD NAME | COLOR | TYPE | RARITY | UPPER | MEDIAN | LOWER |
|----------------------|-------|------|--------|---------|---------|---------|
| Wall of Light | W | U1 | Sum | \$ 4.00 | \$ 3.50 | \$ 3.00 |
| Wall of Opposition | R | R1 | Sum | \$10.00 | \$ 8.50 | \$ 7.75 |
| Wall of Putrid Flesh | B | U1 | Sum | \$ 5.00 | \$ 4.00 | \$ 3.00 |
| Wall of Shadows | B | C2 | Sum | \$ 1.00 | \$ 1.00 | \$ 0.69 |
| Wall of Tombstones | B | U1 | Sum | \$ 4.25 | \$ 4.00 | \$ 3.50 |
| Wall of Vapor | U | C2 | Sum | \$ 1.00 | \$ 0.75 | \$ 0.44 |
| Wall of Wonder | U | U1 | Sum | \$ 4.25 | \$ 4.00 | \$ 3.38 |
| Whirling Dervish | G | U1 | Sum | \$ 6.00 | \$ 4.50 | \$ 3.75 |
| White Mana Battery | Be | U1 | A | \$ 6.88 | \$ 6.00 | \$ 5.00 |
| Willow Satyr | G | R1 | Sum | \$12.00 | \$10.00 | \$ 8.00 |
| Winds of Change | R | U1 | Sor | \$ 4.13 | \$ 4.00 | \$ 3.00 |
| Winter Blast | G | R1 | Sor | \$10.25 | \$10.00 | \$ 6.75 |
| Wolverine Pack | G | C2 | Sum | \$ 1.00 | \$ 0.70 | \$ 0.50 |
| Wood Elemental | G | R1 | Sum | \$10.00 | \$ 7.50 | \$ 6.88 |
| Xira Arien | Gld | R1 | Sum | \$12.00 | \$10.00 | \$10.00 |
| Zephyr Falcon | U | C2 | Sum | \$ 1.00 | \$ 0.63 | \$ 0.36 |

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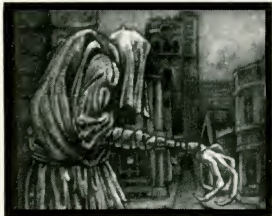
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PRICE GUIDE

THE DARK



| CARD NAME | COLOR | TYPE | RARITY | UPPER | MEDIAN | LOWER |
|-----------------------|-------|------|--------|---------|---------|---------|
| Amnesia | U | Sor | U2 | \$ 4.00 | \$ 3.75 | \$ 2.00 |
| Angry Mob | W | Sum | U2 | \$ 5.13 | \$ 4.25 | \$ 3.13 |
| Apprentice Wizard | U | Sum | U1 | \$ 6.00 | \$ 5.00 | \$ 4.00 |
| Ashes to Ashes | B | Sor | C3 | \$ 1.00 | \$ 0.50 | \$ 0.25 |
| Ball Lightning | R | Sum | U1 | \$ 8.00 | \$ 8.00 | \$ 6.63 |
| Banshee | B | Sum | U2 | \$ 4.00 | \$ 3.00 | \$ 1.50 |
| Barf's Cage | A | Art | U1 | \$ 7.00 | \$ 6.00 | \$ 6.00 |
| Blood Moon | R | E | U1 | \$ 8.00 | \$ 7.00 | \$ 6.00 |
| Blood of the Martyr | W | Ins | U2 | \$ 4.00 | \$ 3.00 | \$ 1.50 |
| Bog Imp | B | Sum | C3 | \$ 1.00 | \$ 0.50 | \$ 0.25 |
| Bog Rats | B | Sum | C3 | \$ 1.00 | \$ 0.50 | \$ 0.25 |
| Bone Flute | A | Art | U2 | \$ 3.00 | \$ 2.00 | \$ 1.50 |
| Book of Rass | A | Art | U2 | \$ 3.00 | \$ 2.00 | \$ 1.50 |
| BrainWash | W | E | C3 | \$ 1.00 | \$ 0.40 | \$ 0.25 |
| Brothers of Fire | R | Sum | U2 | \$ 4.00 | \$ 2.50 | \$ 2.00 |
| Carnivorous Plant | G | Sum | C3 | \$ 1.00 | \$ 0.50 | \$ 0.25 |
| Cave People | R | Sum | U2 | \$ 3.50 | \$ 3.00 | \$ 2.00 |
| City of Shadows | Be | L | U1 | \$ 6.25 | \$ 5.00 | \$ 3.50 |
| Cleansing | W | Sor | U1 | \$ 7.00 | \$ 6.00 | \$ 6.00 |
| Coal Golem | A | Art | U2 | \$ 3.50 | \$ 3.00 | \$ 2.00 |
| Curse Artifact | B | E | U2 | \$ 3.00 | \$ 2.00 | \$ 1.75 |
| Dance of Many | U | E | U1 | \$ 6.50 | \$ 6.00 | \$ 5.00 |
| Dark Hrt of the Wood | Gld | Sum | C3 | \$ 1.00 | \$ 0.50 | \$ 0.25 |
| Dark Sphere | A | Art | U2 | \$ 4.00 | \$ 4.00 | \$ 2.00 |
| Deep Water | U | E | C3 | \$ 1.00 | \$ 0.30 | \$ 0.25 |
| Diabolic Machine | A | Art | U2 | \$ 4.00 | \$ 3.00 | \$ 2.38 |
| Drowned | U | Sum | C3 | \$ 1.00 | \$ 0.30 | \$ 0.25 |
| Dust to Dust | W | Sor | C3 | \$ 1.00 | \$ 0.45 | \$ 0.25 |
| Eater of the Dead | B | Sum | U2 | \$ 4.25 | \$ 4.00 | \$ 3.75 |
| Electric Eel | U | Sum | U2 | \$ 3.00 | \$ 2.25 | \$ 1.88 |
| Elves of Deep Shadows | G | Sum | U2 | \$ 3.00 | \$ 3.00 | \$ 2.00 |
| Erosion | U | E | C3 | \$ 1.00 | \$ 0.30 | \$ 0.25 |
| Eternal Flame | R | Sor | U1 | \$ 5.00 | \$ 5.00 | \$ 4.75 |
| Exorcist | W | Sum | U1 | \$ 8.50 | \$ 8.00 | \$ 6.00 |
| Fasting | W | E | U2 | \$ 3.25 | \$ 2.50 | \$ 1.00 |
| Fellwar Stone | A | Art | U2 | \$ 5.00 | \$ 4.00 | \$ 3.75 |
| Festival | W | Ins | C3 | \$ 1.00 | \$ 0.50 | \$ 0.25 |
| Fire and Brimstone | W | Ins | U2 | \$ 3.00 | \$ 2.50 | \$ 1.88 |
| Fire Drake | R | Sum | U2 | \$ 3.00 | \$ 3.00 | \$ 1.50 |
| Fissure | R | Ins | C3 | \$ 1.00 | \$ 0.45 | \$ 0.25 |

| CARD NAME | COLOR | TYPE | RARITY | UPPER | MEDIAN | LOWER |
|------------------------|-------|------|--------|---------|---------|---------|
| Flood | U | E | U2 | \$ 3.00 | \$ 2.75 | \$ 1.75 |
| Fountain of Youth | A | Art | U2 | \$ 5.00 | \$ 3.00 | \$ 2.00 |
| Frankenstein's Monster | B | Sum | U1 | \$10.00 | \$ 8.00 | \$ 5.25 |
| Gaea's Touch | G | E | C3 | \$ 1.00 | \$ 0.40 | \$ 0.25 |
| Ghost Ship | U | Sum | C3 | \$ 1.00 | \$ 0.50 | \$ 0.25 |
| Giant Shark | U | Sum | C3 | \$ 1.00 | \$ 0.50 | \$ 0.25 |
| Goblin Caves | R | E | C3 | \$ 1.00 | \$ 0.50 | \$ 0.25 |
| Goblin Digging Team | R | Sum | C3 | \$ 1.00 | \$ 0.40 | \$ 0.25 |
| Goblin Hero | R | Sum | C3 | \$ 1.00 | \$ 0.45 | \$ 0.25 |
| Goblin Rock Sled | R | Sum | C3 | \$ 1.00 | \$ 0.40 | \$ 0.25 |
| Goblin Shrine | R | E | C3 | \$ 1.00 | \$ 0.50 | \$ 0.25 |
| Goblin Wizard | R | Sum | U1 | \$ 7.00 | \$ 6.25 | \$ 5.00 |
| Goblins of the Flag | R | Sum | C3 | \$ 1.00 | \$ 0.40 | \$ 0.25 |
| Grave Robbers | B | Sum | U1 | \$ 7.00 | \$ 6.00 | \$ 4.00 |
| Hidden Path | G | E | U1 | \$ 7.25 | \$ 5.00 | \$ 3.75 |
| Holy Light | W | Ins | C3 | \$ 1.00 | \$ 0.35 | \$ 0.25 |
| Inferno | R | Ins | U1 | \$ 7.00 | \$ 5.50 | \$ 4.75 |
| Inquisition | B | Sor | C3 | \$ 1.00 | \$ 0.40 | \$ 0.25 |
| Knights of Thorn | W | Sum | U1 | \$ 7.00 | \$ 6.00 | \$ 5.00 |
| Land Leeches | G | Sum | C3 | \$ 1.00 | \$ 0.35 | \$ 0.25 |
| Leviathan | U | Sum | U1 | \$ 9.00 | \$ 8.00 | \$ 7.00 |
| Living Armor | A | Art | U2 | \$ 4.00 | \$ 3.00 | \$ 2.00 |
| Lurker | G | Sum | U1 | \$ 5.25 | \$ 5.00 | \$ 4.75 |
| Mana Clash | R | Sor | U1 | \$ 5.00 | \$ 5.00 | \$ 5.00 |
| Mana Vortex | U | E | U1 | \$ 6.00 | \$ 6.00 | \$ 4.75 |
| Marsh Gas | B | Ins | C3 | \$ 1.00 | \$ 0.30 | \$ 0.25 |
| Marsh Goblins | Gld | Sum | C3 | \$ 1.00 | \$ 0.50 | \$ 0.25 |
| Marsh Viper | G | Sum | C3 | \$ 1.00 | \$ 0.45 | \$ 0.25 |
| Martyr's Cry | W | Sor | U1 | \$ 6.00 | \$ 5.00 | \$ 4.00 |
| Maze of Ith | Be | L | C1 | \$ 4.50 | \$ 4.00 | \$ 3.00 |
| Merfolk Assassin | U | Sum | U2 | \$ 4.50 | \$ 4.00 | \$ 2.50 |
| Mind Bomb | U | Sor | U1 | \$ 6.00 | \$ 5.00 | \$ 4.75 |
| Miracle Worker | W | Sum | C3 | \$ 1.00 | \$ 0.40 | \$ 0.25 |
| Morale | W | Ins | C3 | \$ 1.00 | \$ 0.30 | \$ 0.25 |
| Murk Dwellers | B | Sum | C3 | \$ 1.00 | \$ 0.35 | \$ 0.25 |
| Nameless Race | B | Sum | U1 | \$ 7.00 | \$ 6.00 | \$ 5.00 |
| Necropolis | A | Art | U2 | \$ 3.50 | \$ 2.50 | \$ 2.00 |
| Niall Silvain | G | Sum | U1 | \$ 6.00 | \$ 5.50 | \$ 4.75 |
| Orc General | R | Sum | U2 | \$ 4.00 | \$ 3.50 | \$ 2.00 |
| People of the Woods | G | Sum | U2 | \$ 4.00 | \$ 4.00 | \$ 2.00 |

| CARD NAME | COLOR | TYPE | RARITY | UPPER | MEDIAN | LOWER |
|----------------------|-------|------|--------|---------|---------|---------|
| Pikemen | W | Sum | C3 | \$ 1.00 | \$ 0.50 | \$ 0.25 |
| Preacher | W | Sum | U1 | \$ 8.00 | \$ 8.00 | \$ 7.50 |
| Psychic Allergy | U | E | U1 | \$ 6.63 | \$ 5.50 | \$ 5.00 |
| Rag Man | B | Sum | U1 | \$ 8.00 | \$ 6.50 | \$ 4.75 |
| Reflecting Mirror | A | Art | U2 | \$ 5.00 | \$ 3.50 | \$ 3.00 |
| Riptide | U | Ins | C3 | \$ 1.00 | \$ 0.30 | \$ 0.25 |
| Runesword | A | Art | U2 | \$ 5.00 | \$ 3.50 | \$ 2.00 |
| Runesword (Variant) | A | Art | U2 | \$ 8.00 | \$ 5.00 | \$ 3.00 |
| SafeHaven | Be | L | U1 | \$ 8.00 | \$ 7.00 | \$ 5.50 |
| Savaen Elves | G | Sum | C3 | \$ 1.00 | \$ 0.40 | \$ 0.25 |
| Scarecrow | A | Art | U2 | \$ 5.00 | \$ 3.50 | \$ 3.00 |
| Scarwood Bandits | G | Sum | U1 | \$ 7.25 | \$ 6.25 | \$ 4.75 |
| Scarwood Goblins | Gld | Sum | C3 | \$ 1.00 | \$ 0.50 | \$ 0.25 |
| Scarwood Hag | G | Sum | U2 | \$ 3.25 | \$ 2.50 | \$ 1.75 |
| Scavenger Folk | G | Sum | C3 | \$ 1.00 | \$ 0.40 | \$ 0.25 |
| Season of the Witch | B | E | U1 | \$ 7.00 | \$ 6.50 | \$ 5.00 |
| Sisters of the Flame | R | Sum | U2 | \$ 3.13 | \$ 3.00 | \$ 1.50 |
| Skull of Orm | A | Art | U2 | \$ 4.00 | \$ 3.25 | \$ 2.00 |
| Sorrow's Path | Be | L | U1 | \$ 5.00 | \$ 5.00 | \$ 4.00 |
| Splitting Slug | G | Sum | U2 | \$ 3.25 | \$ 2.00 | \$ 1.00 |
| Squire | W | Sum | C3 | \$ 1.00 | \$ 0.30 | \$ 0.25 |
| Standing Stones | A | Art | U2 | \$ 4.25 | \$ 3.00 | \$ 1.88 |
| Stone Calendar | A | Art | U1 | \$ 6.25 | \$ 6.00 | \$ 4.75 |
| Sunken City | U | E | C3 | \$ 1.00 | \$ 0.50 | \$ 0.25 |
| Tangle Kelp | U | E | U2 | \$ 2.50 | \$ 2.00 | \$ 1.50 |
| The Fallen | B | Sum | U2 | \$ 4.50 | \$ 3.00 | \$ 3.00 |
| Tivadar's Crusade | W | Sor | U2 | \$ 4.00 | \$ 2.75 | \$ 2.00 |
| Tormod's Crypt | A | Art | U2 | \$ 4.00 | \$ 2.50 | \$ 2.00 |
| Tower of Coirall | A | Art | U2 | \$ 4.00 | \$ 2.00 | \$ 1.50 |
| Tracker | G | Sum | U1 | \$ 7.00 | \$ 6.00 | \$ 5.00 |
| Uncle Istvan | B | Sum | U2 | \$ 4.25 | \$ 4.00 | \$ 3.50 |
| Venom | G | E | C3 | \$ 1.00 | \$ 0.50 | \$ 0.25 |
| Wand of Ith | A | Art | U2 | \$ 4.00 | \$ 2.50 | \$ 2.00 |
| War Barge | A | Art | U2 | \$ 4.00 | \$ 4.00 | \$ 3.13 |
| Water Wurm | U | Sum | C3 | \$ 1.00 | \$ 0.35 | \$ 0.25 |
| Whippoowill | G | Sum | U2 | \$ 4.00 | \$ 3.00 | \$ 1.88 |
| Witch Hunter | W | Sum | U1 | \$ 7.00 | \$ 7.00 | \$ 5.75 |
| Word of Binding | B | Sor | C3 | \$ 1.00 | \$ 0.50 | \$ 0.25 |
| Worms of the Earth | B | E | U1 | \$ 7.00 | \$ 6.00 | \$ 5.00 |
| Wormwood Treefolk | G | Sum | U1 | \$ 6.13 | \$ 5.00 | \$ 3.88 |

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PRICE GUIDE

JYHAD



| CARD NAME | TYPE | DESCRPT | RARITY | UPPER | MEDIAN | LOWER |
|-------------------------|--------------|-------------------|---------|---------|---------|---------|
| 44 Magnum | Eq: wpn, gun | | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Aaron's Feeding Razor | Eq | 1 | R | \$ 6.25 | \$ 5.00 | \$ 4.00 |
| Academic Hunting Grnds | Ma: Uq loc | "TR,2" | U | \$ 2.50 | \$ 2.00 | \$ 1.38 |
| Aching Beauty | Ma | "TO,2" | U | \$ 2.50 | \$ 2.00 | \$ 1.25 |
| Acrobatics | Co | "ce,1" | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Adrienne | TO | "po,ps,ce,au" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Agrippina | NO | "po,08" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Aid from Bats | Co | an | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| AI's Army Apparatus | Ma: Uq loc | BR | R | \$ 4.00 | \$ 3.00 | \$ 3.00 |
| Aleph | MA | "do,AU" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Amaranth | Co | U | \$ 1.88 | \$ 0.75 | \$ 0.75 | |
| Anarch Revolt | Ma | U | \$ 2.00 | \$ 1.00 | \$ 0.75 | |
| Anarch Troublemaker | Ma: Uq | R | \$ 3.25 | \$ 3.00 | \$ 2.50 | |
| Anastasia Grey | GA | "pt,an" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Ancient Influence | PoA | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Ancilla Empowerment | PoA | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Andreas - Bard of Crete | TO - Pm | "pt,do,PS,CE,AU" | V | \$ 1.38 | \$ 0.75 | \$ 0.50 |
| Angel | BR | ce | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Angus - The Unruly | GA - Ju | "cee,po,fo,PT,AN" | V | \$ 2.88 | \$ 0.75 | \$ 0.50 |
| Animalism | Ma: sk | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Anneke | TO - Ju | "do,PS,CE,AU" | V | \$ 2.88 | \$ 0.75 | \$ 0.50 |
| Anson | TO - Pm | "do,au,PR,CE" | V | \$ 1.88 | \$ 0.75 | \$ 0.50 |
| Anvil | BR - Pm | "hd,do,ps,PO,CE" | V | \$ 1.38 | \$ 0.75 | \$ 0.50 |
| Appolonius | BR - Pm | "fo,po,PS,CE" | V | \$ 1.38 | \$ 0.75 | \$ 0.50 |
| Arcane Library | Ma: Uq loc | "TR,2" | R | \$ 4.50 | \$ 4.00 | \$ 3.50 |
| Archon | PoA | PoA | \$ 2.00 | \$ 1.00 | \$ 0.75 | |
| Arms Dealer | AI | BR | U | \$ 2.00 | \$ 1.00 | \$ 0.88 |
| Army of Rats | Ac | an | C | \$ 0.50 | \$ 0.50 | \$ 0.38 |
| Arson | Ac | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Art Museum | Ma: loc | "MA,2" | R | \$ 4.50 | \$ 4.00 | \$ 3.50 |
| Ascendance | Ma | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Assault Rifle | Eq: wpn, gun | 5 | U | \$ 2.00 | \$ 1.00 | \$ 0.88 |
| Astrid Thomas | TR - Pm | "po,au,DO,TH" | V | \$ 1.38 | \$ 0.75 | \$ 0.50 |
| Ayham Hunting Ground | Ma: Uq loc | "MA,2" | U | \$ 2.50 | \$ 2.00 | \$ 1.38 |
| Aura Reading | Co | au | U | \$ 2.00 | \$ 1.00 | \$ 0.75 |
| Auspex | Ma: sk | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Autarkis Persecution | PoA | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Backways | Ma: Uq loc | "GA,2" | U | \$ 2.00 | \$ 1.00 | \$ 0.88 |
| Badger | GA | "an,po,PT,FO" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Basilia | GA - Pm | o,ob,PT,FO,AN" | V | \$ 1.38 | \$ 0.75 | \$ 0.50 |
| Bastard Sword | Eq: wpn, mlt | 1 | U | \$ 1.75 | \$ 0.50 | \$ 0.50 |
| Beast Paw | GA | "pt,ps,fo,AN" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Behind You | Co | ob | R | \$ 4.00 | \$ 3.00 | \$ 2.25 |
| Betrayer | Ma | R | \$ 4.75 | \$ 3.50 | \$ 2.50 | |
| Bewitching Oration | AcM | ps | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Bianca | BR | "ps,po,CE" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Black Cat | BR | "ps,po,CE" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Blood Bond | Ac | 2 | U | \$ 1.75 | \$ 0.50 | \$ 0.50 |
| Blood Doll | Ma | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Blood Fury | Co | "th,1" | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Blood Puppy | Ma: Uq | R | \$ 5.00 | \$ 4.00 | \$ 3.00 | |
| Blood Rage | Co | fo | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Bloodhunt | Ac | U | \$ 2.50 | \$ 2.00 | \$ 1.38 | |
| Blur | Co | "ce,1" | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Body of Sun | Co | "pt,4" | R | \$ 5.25 | \$ 4.50 | \$ 3.00 |
| Bomb | 9Eq: wpn | 1 | U | \$ 2.25 | \$ 1.50 | \$ 1.25 |
| Bonding | AcM | do | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Boxed In | Co | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Brainwash | Ma | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Brazil | MA | au | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Bribes | AcM | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Brujah Frenzy | Ma: oot | U | \$ 2.00 | \$ 1.00 | \$ 0.75 | |
| Brujah Justicar | PoA | R | \$ 4.50 | \$ 4.00 | \$ 4.00 | |
| Business Pressure | AcM | ps | R | \$ 3.50 | \$ 3.00 | \$ 2.25 |
| Burn's Rush | Ac | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Burst of Sunlight | Co | th | R | \$ 4.50 | \$ 4.00 | \$ 2.75 |
| Camariilla Exemplary | PoA | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Camille Devereux | GA | "an,PT,FO" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Canine Horde | Co | an | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Cardano | TR - Pm | ce,pr,DO,DO,TH | V | \$ 1.88 | \$ 0.75 | \$ 0.50 |
| Cassandra-Magus Prime | TR - Pm | ce,pr,DO,DO,TH | V | \$ 1.38 | \$ 0.75 | \$ 0.50 |
| Cat Burglar | Ac | ce | R | \$ 4.25 | \$ 3.50 | \$ 2.50 |
| Cat's Guidance | ReA | an | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Cauldron of Blood | Co | "th,1" | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Celerity | Ma: sk | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Chainaw | Eq: wpn | 2 | U | \$ 1.75 | \$ 0.50 | \$ 0.50 |
| Change of Target | AcM | U | \$ 2.88 | \$ 0.75 | \$ 0.75 | |
| Chantry | Ma: loc | TR | U | \$ 2.00 | \$ 1.00 | \$ 0.88 |
| Charming Lobby | Ac | ps | U | \$ 2.00 | \$ 1.00 | \$ 0.63 |
| Charnas the Imp | Re | "TR,1" | R | \$ 5.75 | \$ 4.00 | \$ 3.50 |
| Chester DuBois | NO - Pm | "ob,fo,PO,AN" | V | \$ 1.38 | \$ 0.75 | \$ 0.50 |
| Claws of the Dead | Co | "pt,1" | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Cloak the Gathering | AcM | ob | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Colin Flynn | TO | "ce,au" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Computer Hacking | Ac | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |

| CARD NAME | TYPE | DESCRPT | RARITY | UPPER | MEDIAN | LOWER |
|---------------------------|--------------|------------------|---------|---------|---------|---------|
| Concealed Weapon | Co | ob | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Conditioning | AcM | "do,1" | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Conquer the Beast | Co | an | R | \$ 4.50 | \$ 4.00 | \$ 2.75 |
| Consanguineous Boon | PoA | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Consanguineous Condemn | PoA | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Conservative Agitation | PoA | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Courtland Leighton | VE | "do,fo,ps" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Cruisher | BR - Pm | "fo,PS,PO,CE" | V | \$ 1.38 | \$ 0.75 | \$ 0.50 |
| Cryptic Mission | Ac | th | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Cryptic Rider | Ac | 1 | U | \$ 1.88 | \$ 0.75 | \$ 0.63 |
| Cultivated Blood Shortage | U | \$ 1.75 | \$ 0.50 | \$ 0.50 | | |
| Cunctator Motion | PoA | R | \$ 4.00 | \$ 3.00 | \$ 2.25 | |
| Curse of Nitocris | Ma: Uq | R | \$ 5.00 | \$ 5.00 | \$ 4.75 | |
| Dancin' Dana | MA | "ce,ob,AU" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Dawn Operation | AcM | fo | U | \$ 1.88 | \$ 0.75 | \$ 0.75 |
| Day Operation | AcM | "fo,1" | R | \$ 4.75 | \$ 4.50 | \$ 3.00 |
| Dead-end Alley | Co | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Deal with the Devil | Ma | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Deer Rifle | Eq: wpn, gun | 2 | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Deflection | ReA | "do,1" | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Delaying Tactics | ReA | U | \$ 1.88 | \$ 0.75 | \$ 0.63 | |
| Delilah Easton | TO | ps | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Demetrious Slater | TO | "ps,ce,au" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Democritus | VE - Ju | "ce,au,fo,DO,PS" | V | \$ 3.38 | \$ 0.75 | \$ 0.50 |
| Didi Meyers | MA | "au,ce,ob,DO" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Dieter Kleist | TO | au | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Dimple | NO | ob | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Disarming Presence | AcM | ps | U | \$ 1.88 | \$ 0.75 | \$ 0.63 |
| Disguised Weapon | Co | ob | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Disputed Territory | Ac | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Distraction | Ac | "ce,1" | U | \$ 4.00 | \$ 3.00 | \$ 2.50 |
| Dodge | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | | |
| Dollface | MA | "au,ob" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Domain Challenge | PoA | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Dominant | Ma: sk | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Don Cruz - The Idealist | BR - Ju | "poban,PS,PO,CE" | V | \$ 2.88 | \$ 0.75 | \$ 0.50 |
| Dorian Strack | TO | "ce,AU" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Dr. Jest | MA - Pm | "fo,do,ps,au,08" | V | \$ 1.38 | \$ 0.75 | \$ 0.50 |
| Dr. John Casey | TR | "th,au" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Dragon Breath Rounds | U | \$ 2.00 | \$ 1.00 | \$ 0.88 | | |
| Drain Essence | Co | "th,2" | U | \$ 1.88 | \$ 0.75 | \$ 0.75 |
| Dramatic Upheaval | PoA | PoA | \$ 2.00 | \$ 1.00 | \$ 0.75 | |
| Drawing Out the Beast | Co | an | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Dr-Leader of the Qd Dm | BR | "po,ce" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Dread Gaze | ReA | ps | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Duck | NO | "po,ob" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Eagle's Sight | ReA | au | U | \$ 1.88 | \$ 0.75 | \$ 0.63 |
| Earth Control | AcM | "pt,1" | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Earth Meld | Co | pt | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Ebanezer Roush | NO | "pt,PO,08,AN" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Eco Terrorists | Ma: Uq loc | R | \$ 6.00 | \$ 5.00 | \$ 4.25 | |
| Effective Management | U | \$ 0.63 | \$ 0.50 | \$ 0.38 | | |
| Elder Kindred Network | ReA | VE | U | \$ 1.88 | \$ 0.75 | \$ 0.63 |
| Elder Library | Ma: Uq loc | 1 | C | \$ 1.88 | \$ 0.75 | \$ 0.50 |
| Elbot Sendar | TO - Pm | "ce,au,PS" | V | \$ 1.38 | \$ 0.75 | \$ 0.50 |
| -Virussus Thespian | Ma: Uq loc | U | \$ 2.00 | \$ 1.00 | \$ 0.88 | |
| Elysium: The Arboretum | VE - Pm | "po,DO,PS,FO" | V | \$ 1.88 | \$ 0.75 | \$ 0.50 |
| Emerson Bridges | Ac | ps | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Enhanced Senses | ReA | au | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Entrancement | Ac | ps | R | \$ 4.00 | \$ 3.00 | \$ 2.25 |
| Faceless Night | AcM | ob | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Fake Out | Co | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Fame | U | \$ 2.00 | \$ 1.00 | \$ 0.88 | | |
| Far Mastery | Ac | "do,1" | R | \$ 4.00 | \$ 3.00 | \$ 2.25 |
| Fast Hands | ReA | "ce,1" | U | \$ 1.88 | \$ 0.75 | \$ 0.75 |
| Fast Reaction | Co | au | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Felicia Mostrom | TO | "ps,CE,AU" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Fists of Death | Co | "po,1" | R | \$ 4.50 | \$ 4.00 | \$ 3.50 |
| Flak Jacket | Eq | 1 | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Flame Thrower | Eq: wpn | 4 | U | \$ 2.50 | \$ 2.00 | \$ 1.38 |
| Flash | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | | |
| Flesh of Marble | Co | pt | R | \$ 4.50 | \$ 4.00 | \$ 2.75 |
| Form of Mist | Co | pt | U | \$ 1.88 | \$ 0.75 | \$ 0.63 |
| Form of the Ghost | Co | pt | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Fortitude | Ma: sk | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Fragment-Book of Nod | Ma: Uq | R | \$ 4.50 | \$ 4.00 | \$ 4.00 | |
| Freak Drive | AcM | "fo,1" | R | \$ 4.25 | \$ 3.50 | \$ 2.75 |
| Frenzy | Ma: oot | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Game of Malkav | Ma | MA | U | \$ 1.88 | \$ 0.75 | \$ 0.63 |
| Gangrel De-evolution | Ma | U | \$ 2.25 | \$ 1.50 | \$ 1.13 | |
| Gangrel Justicar | PoA | R | \$ 4.50 | \$ 4.00 | \$ 4.00 | |
| Ghoul Retainer | Re | 2 | R | \$ 4.00 | \$ 3.00 | \$ 3.00 |
| Giant Blood | R | \$ 3.00 | \$ 3.00 | \$ 3.00 | | |
| Gideon Fontaine | VE | PS | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |

| CARD NAME | TYPE | DESCRPT | RARITY | UPPER | MEDIAN | LOWER |
|------------------------|---------|------------------|---------|---------|---------|---------|
| Gilbert Duane | MA - Pn | "DO,08,AU" | V | \$ 1.88 | \$ 0.75 | \$ 0.50 |
| Gird Minions | Ma | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Gizane St. Claire | GA - Pm | "PT,FO,AN" | V | \$ 1.38 | \$ 0.75 | \$ 0.50 |
| Giuliano Vincenzi | GA | fo | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Glaser Rounds | Co | U | \$ 2.00 | \$ 1.00 | \$ 0.88 | |
| Gleam of Red Eyes | Co | pt | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Golconda - Inner Peace | Ma | R | \$ 5.50 | \$ 5.00 | \$ 4.50 | |
| Govern the Unaligned | Ac | "do,1" | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Grave Robbing | Ac | do | U | \$ 3.00 | \$ 1.00 | \$ 1.00 |
| Grenade | Eq: wpn | U | \$ 1.75 | \$ 0.50 | \$ 0.50 | |
| Grands-The Worm Eaten | NO | "po,an,08" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Growing Fury | Co | po | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Gunther - Beast Lord | GA | "au,pt,fo,AN" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Gypsies | AI: Uq | "GA,3" | R | \$ 2.25 | \$ 1.50 | \$ 1.00 |
| Hasina Kesi | CA | po | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Haven Uncovered | Ma | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Hawg | Eq: vcl | C | \$ 0.38 | \$ 0.25 | \$ 0.25 | |
| Heather Florent | VE | "do,PS,FO" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Opportunist | BR | "ps,PO" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Hector Sosa | VE - Pm | "fo,ce,PO,PS,DO" | V | \$ 1.38 | \$ 0.75 | \$ 0.50 |
| Helena Casimir | AI | 2 | R | \$ 4.50 | \$ 4.00 | \$ 3.75 |
| Hell Hound | AI | 2 | R | \$ 4.50 | \$ 4.00 | \$ 3.75 |
| Hidden Lurker | Ac | ob | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| High Stakes | PoA | Ventru | R | \$ 4.25 | \$ 3.50 | \$ 2.50 |
| Homunculus | Re | pt | U | \$ 2.00 | \$ 1.00 | \$ 0.88 |
| Hostile Take Over | | | | | | |



PRICE GUIDE

JYHAD



| CARD NAME | TYPE | DESCRIPT | RARITY | UPPER | MEDIAN | LOWER |
|---------------------------|------------|------------------|--------|---------|---------|---------|
| Miranda Sanova | BR - Pm | "a,lob,po,PS,CE" | V | \$ 1.38 | \$ 0.75 | \$ 0.50 |
| Misdirection | Ma | X | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Mob Connections | Ma: Uq | | U | \$ 1.88 | \$ 0.75 | \$ 0.75 |
| Monocle of Clarity | Eq: Uq | | R | \$ 6.75 | \$ 6.00 | \$ 5.25 |
| Movement of the Mind | Co | th | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Movement of the Slow Body | Ac | pt | U | \$ 1.75 | \$ 0.50 | \$ 0.50 |
| Mr. Winthrop | Re: Uq | | R | \$ 4.00 | \$ 3.00 | \$ 3.00 |
| Muddled Vampire Hunter | Al | "MA,2" | U | \$ 2.50 | \$ 2.00 | \$ 1.38 |
| Murder of Crows | Re | "an,1" | R | \$ 4.00 | \$ 3.00 | \$ 2.50 |
| Natasha Volkchek | VE | "ce,po,do,PS,FO" | V | \$ 1.25 | \$ 0.50 | \$ 0.38 |
| Navar McClaren | CA | an | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Night Moves | Ac | ob | U | \$ 2.00 | \$ 1.00 | \$ 0.88 |
| Nik | CA | ce | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Nimble Feet | Co | ce | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Normal | MA | ob | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Nosfreatu Putrescence | Co | | U | \$ 3.50 | \$ 3.00 | \$ 2.00 |
| Obedience | ReA | do | U | \$ 1.88 | \$ 0.75 | \$ 0.63 |
| Obscure | Ma: sk | | C | \$ 0.63 | \$ 0.50 | \$ 0.38 |
| Open Grate | Co | | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Outcast mage | Al | "TR,3" | U | \$ 2.00 | \$ 1.00 | \$ 0.63 |
| Owl Companion | Re | an | U | \$ 1.88 | \$ 0.75 | \$ 0.75 |
| Ozmo | MA | "do,ob,AU" | V | \$ 0.88 | \$ 0.75 | \$ 0.50 |
| Parity Shift | PoA | | PoA | \$ 2.00 | \$ 1.00 | \$ 0.75 |
| Patagia-Flaps Al Ltd. Fl. | Ac | "NO,1" | R | \$ 5.50 | \$ 5.00 | \$ 2.75 |
| Peace Treaty | PoA | | C | \$ 2.25 | \$ 0.50 | \$ 0.38 |
| Police Department | Ma: Uq loc | | U | \$ 2.00 | \$ 1.00 | \$ 0.63 |
| Political Ally | Al: Uq | "VE,2" | R | \$ 5.00 | \$ 5.00 | \$ 2.88 |
| Political Backlash | ReA | | C | \$ 2.25 | \$ 0.50 | \$ 0.38 |
| Political Flux | PoA | | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Potence | Ma: sk | | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Powerbase: Chicago | Ma: Uq loc | 1 | U | \$ 2.50 | \$ 2.00 | \$ 1.13 |
| Powerbase: Washing, DC | Ma: Uq loc | 1 | U | \$ 2.50 | \$ 2.00 | \$ 1.38 |
| Praxis Seizure:Atlanta | PoA | | R | \$ 4.00 | \$ 3.00 | \$ 1.75 |
| Praxis Seizure:Boston | PoA | | R | \$ 4.50 | \$ 4.00 | \$ 3.50 |
| Praxis Seizure:Chicago | PoA | | R | \$ 4.50 | \$ 4.00 | \$ 3.50 |
| Praxis Seizure:Cleveland | PoA | | R | \$ 4.50 | \$ 4.00 | \$ 3.50 |
| Praxis Seizure:Dallas | PoA | | R | \$ 4.50 | \$ 4.00 | \$ 3.50 |
| Praxis Seizure:Houston | PoA | | R | \$ 4.50 | \$ 4.00 | \$ 3.50 |
| Praxis Seizure:Miami | PoA | | R | \$ 4.50 | \$ 4.00 | \$ 3.50 |
| Praxis Seizure:Seattle | PoA | | R | \$ 4.50 | \$ 4.00 | \$ 3.50 |
| Praxis Seizure:Wash DC | PoA | | R | \$ 4.50 | \$ 4.00 | \$ 3.50 |
| Praxis: Solomon | PoA | | PoA | \$ 1.75 | \$ 0.50 | \$ 0.50 |
| Presence | Ma: sk | | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Protean | Ma: sk | | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Protracted Investment | Ma | 3 | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Psyche | Co | | U | \$ 1.88 | \$ 0.75 | \$ 0.63 |
| (Physic) Psychic Project | Ac | au | R | \$ 4.50 | \$ 4.00 | \$ 2.75 |
| Psychic Veil | Re | "ob,1" | R | \$ 4.50 | \$ 4.00 | \$ 2.50 |
| Pulling Fangs | Co | | R | \$ 4.50 | \$ 4.00 | \$ 2.75 |
| Pulled Strings | ReA | do | U | \$ 1.75 | \$ 0.50 | \$ 0.50 |
| Pulse of the Canaille | Ac | "au,3" | U | \$ 2.00 | \$ 1.00 | \$ 0.88 |
| Quinton McDonnell | GA - Pm | "ce,pt,an,FO" | V | \$ 1.38 | \$ 0.75 | \$ 0.50 |
| Rake | BR - Pn | "po,au,ce,PS" | V | \$ 1.88 | \$ 0.75 | \$ 0.50 |
| Ramiel Dupre | TO | "au,ce,do,PS" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Rampage | Ac | po | U | \$ 1.75 | \$ 0.50 | \$ 0.50 |
| Rapid Healing | Ac | fo | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Rat's Warning | ReA | an | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Raven Spyn | Re | "an,1" | U | \$ 1.88 | \$ 0.75 | \$ 0.63 |
| Read Intentions | Co | au | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Regain the Upper Hand | PoA | | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Renegade Garou | Al | "GA,5" | R | \$ 5.00 | \$ 5.00 | \$ 4.50 |

| CARD NAME | TYPE | DESCRIPT | RARITY | UPPER | MEDIAN | LOWER |
|---------------------------|--------------|------------------|--------|---------|---------|---------|
| Resplendent Protector | Re | TO | R | \$ 5.00 | \$ 5.00 | \$ 4.00 |
| Restoration | Ac | fo | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Reversal of Fortunes | PoA | | PoA | \$ 5.00 | \$ 5.00 | \$ 2.75 |
| Ricki Van Demsy | GA | "pt,fo" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Ritual Challenge | Ac | | R | \$ 4.25 | \$ 3.50 | \$ 2.75 |
| Ritual of the Bitter Rose | Co/ReA | | R | \$ 3.75 | \$ 3.50 | \$ 3.25 |
| Roland Bishop | MA | "do,ob,au" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Roland Loussarian | VE | "ps,fo" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Roman Alexander | GA | "pt,fo,an" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Roreca Quaid | TR | th | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Rotschreck | Ma: oot | | U | \$ 1.88 | \$ 0.75 | \$ 0.63 |
| Rowan Ring | Eq: Uq | 1 | R | \$ 5.00 | \$ 5.00 | \$ 4.50 |
| Roxanne-Rectriq13th fl | MA-Pm | po,DO,AU,OB | V | \$ 1.38 | \$ 0.75 | \$ 0.50 |
| RPG Launcher | Eq: wpn | 2 | R | \$ 6.25 | \$ 5.00 | \$ 4.50 |
| Rufina Soledad | VE | fo | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Rumors of Gehenna | PoA | | R | \$ 4.00 | \$ 3.00 | \$ 2.00 |
| Sabbat Threat | PoA | | PoA | \$ 2.00 | \$ 1.00 | \$ 0.75 |
| Sabine Lafitte | TR | "po,do,au,th" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Sammy | NO | "pt,ob,an" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Sarah Cobbler | TR | "do,TH" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Saturday Night Special | Eq: wpn, gun | 1 | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Sawed-off Shotgun | Eq: wpn, gun | 2 | C | \$ 0.50 | \$ 0.50 | \$ 0.38 |
| Schattering Blow | AcM | TO | U | \$ 2.00 | \$ 1.00 | \$ 0.75 |
| Sebastian Marley | NO | "po,au,ob,AN" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Seduction | AcM | do | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Selma-The Repugnant | NO - Pn | "an,fo,PO,OB" | V | \$ 1.75 | \$ 0.50 | \$ 0.38 |
| Sengir Dagger | Eq: wpn | 2 | R | \$ 5.00 | \$ 5.00 | \$ 4.50 |
| Shattering Blow | Co | po | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Sheldon-Lord of the Clog | NO- Ju | fo,AU,PO,OB,AN | V | \$ 2.88 | \$ 0.75 | \$ 0.50 |
| Short Term Investment | Ma | 1 | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Sidslip | Co | ce | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Sir Walter Nash | VE - Pn | "DO,PS,FO" | V | \$ 1.88 | \$ 0.75 | \$ 0.50 |
| Skin of Night | Co | fo | U | \$ 2.00 | \$ 1.00 | \$ 0.88 |
| Skin of Rock | Co | fo | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Skin of Steel | Co | fo,1" | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Slum Hunting ground | Ma: loc | "NO,2" | U | \$ 2.25 | \$ 1.50 | \$ 1.13 |
| Smiling Jack the Anarch | Ma: Uq | | R | \$ 7.50 | \$ 5.00 | \$ 2.75 |
| Smudge-The Ignored | CA | | V | \$ 0.63 | \$ 0.25 | \$ 0.25 |
| Social Charm | Ac | ps | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Society Hunting Ground | Ma: Uq loc | TO,2 | U | \$ 2.25 | \$ 1.50 | \$ 1.13 |
| Society of Leopold | Ma: Uq | | R | \$ 4.75 | \$ 3.50 | \$ 3.25 |
| Soul Gem of Etrius | Eq: Uq | | R | \$ 4.50 | \$ 4.00 | \$ 2.75 |
| Sport Bike | Eq: vcl | 1 | U | \$ 1.88 | \$ 0.75 | \$ 0.75 |
| Spying Mission | AcM | ob | U | \$ 3.25 | \$ 3.00 | \$ 1.75 |
| Stake | Eq: wpn, mle | | U | \$ 2.25 | \$ 1.50 | \$ 1.13 |
| Storm Sewers | Ma: Uq loc | NO | U | \$ 2.25 | \$ 1.50 | \$ 1.13 |
| Submachine Gun | Eq: wpn, gun | 4 | U | \$ 1.88 | \$ 0.75 | \$ 0.63 |
| Succubus Club | Ma: Uq loc | | R | \$ 5.25 | \$ 4.50 | \$ 3.75 |
| Sudden Reversal | Ma: oot | | U | \$ 2.00 | \$ 1.00 | \$ 0.75 |
| Surprise Influence | ReA | | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Sylvester Simms | MA - Pm | ps,an,do,AU,OB " | V | \$ 1.38 | \$ 0.75 | \$ 0.50 |
| Talbot's Chainsaw | Eq: Uq wpn | 3 | R | \$ 6.00 | \$ 5.00 | \$ 4.75 |
| Tasha Morgan | Re | | R | \$ 4.00 | \$ 3.00 | \$ 3.00 |
| Taste of Vitae | Co | | U | \$ 2.00 | \$ 1.00 | \$ 0.75 |
| Tatiana Romanov | TO - Pn | ps,ce,AU | V | \$ 1.88 | \$ 0.75 | \$ 0.50 |
| Telepathic Vote Counting | AcM | au | R | \$ 5.75 | \$ 4.00 | \$ 2.75 |
| Telepathic Counter | ReA | au | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Telepathic Misdirection | ReA | "au,1" | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Temptation - Greater Pwr | Ma: Ju | 3 | R | \$ 4.50 | \$ 4.00 | \$ 3.50 |
| Thaduis Zho (Mage) | Al | TR,4 | R | \$ 6.25 | \$ 5.00 | \$ 4.00 |
| Thaumaturgy | Ma: sk | | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |

| CARD NAME | TYPE | DESCRIPT | RARITY | UPPER | MEDIAN | LOWER |
|---------------------------|------------|------------------|--------|---------|---------|---------|
| The 1st Tradic Masquer | PoA | | R | \$ 4.00 | \$ 3.00 | \$ 2.25 |
| The 2nd Trad Domain | ReA | | U | \$ 1.88 | \$ 0.75 | \$ 0.75 |
| The 3rd Tradic Progeny | Ac | 1 | U | \$ 1.88 | \$ 0.75 | \$ 0.75 |
| The 4th Tradic Accounting | Ac | 1 | U | \$ 1.88 | \$ 0.75 | \$ 0.75 |
| The 5th Tradic Hospital | Ac | 1 | U | \$ 2.88 | \$ 0.75 | \$ 0.75 |
| The 6th Tradic Destruct | Ac | | U | \$ 1.88 | \$ 0.75 | \$ 0.75 |
| The Barrans | Ma: Uq loc | | C | \$ 0.63 | \$ 0.50 | \$ 0.38 |
| The Embrace | Ac | 2 | R | \$ 4.00 | \$ 3.00 | \$ 3.00 |
| The Knights | Al: Uq | BR,1 | R | \$ 4.50 | \$ 4.00 | \$ 3.75 |
| The Labyrinth | Ma: Uq loc | NO,1 | U | \$ 2.25 | \$ 1.50 | \$ 1.13 |
| The Rack | Ma: Uq loc | | U | \$ 2.00 | \$ 1.00 | \$ 0.88 |
| The Slashers | Al | "BR,1" | R | \$ 4.50 | \$ 4.00 | \$ 3.75 |
| The Spawning Pool | Ma: Uq loc | NO | R | \$ 5.00 | \$ 5.00 | \$ 2.63 |
| The Spirit's Touch | ReA | au | C | \$ 2.25 | \$ 0.50 | \$ 0.38 |
| Theft of Vitae | Co | th | C | \$ 0.50 | \$ 0.50 | \$ 0.38 |
| Thomas Thorne | TR | "an,au,ce,th,DO" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Threats | AcM | do | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Thrown Gate | Co | po | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Thrown Sewer Lid | Co | po | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Tiberius - Scandalmonger | NO | "ce,po,ob,an" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Timothy Crowley | VE - Pn | "an,do,PS,FO" | V | \$ 1.88 | \$ 0.75 | \$ 0.50 |
| Toreador Justicar | PoA | | R | \$ 4.50 | \$ 4.00 | \$ 4.00 |
| Torn Signpost | Co | po | U | \$ 2.00 | \$ 1.00 | \$ 0.75 |
| Tragic Love Affair | Ma | | U | \$ 1.75 | \$ 0.50 | \$ 0.50 |
| Trap | Co | | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Tremere Justicar | PoA | | R | \$ 4.50 | \$ 4.00 | \$ 4.00 |
| Tura Vaughn | BR - Pm | "do,PS,PO,CE" | V | \$ 1.38 | \$ 0.75 | \$ 0.50 |
| Tusk - Talebearer | NO | "an,po,OB" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Ulugh Beg-Watcher | TR - Ju | ce,po,DO,AU,TH | V | \$ 2.75 | \$ 0.50 | \$ 0.38 |
| Uma Hatch | BR | "ps,ce" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Undead Persistence | Co | fo | U | \$ 1.75 | \$ 0.50 | \$ 0.50 |
| Undead Strength | Co | po | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Unflinching Persistence | Co | fo | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Unnatural Disaster | Ma | 2 | C | \$ 0.50 | \$ 0.50 | \$ 0.38 |
| Uptown Hunting Grid | Ma: Uq loc | "VE,2" | U | \$ 2.25 | \$ 1.50 | \$ 1.13 |
| Uriah Winter | CA | "po,fo" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Vampiric Speed | Co | ce | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Vampiric Disease | Ma | | R | \$ 5.00 | \$ 5.00 | \$ 4.50 |
| Vanish from Mnd's Eye | Co | ob | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Vast Wealth | Ma | | U | \$ 1.88 | \$ 0.75 | \$ 0.75 |
| Venture Headquarters | Ma: Uq loc | "VE,1" | U | \$ 2.00 | \$ 1.00 | \$ 0.75 |
| Venture Justicar | PoA | | R | \$ 4.50 | \$ 4.00 | \$ 4.00 |
| Violette Prentiss | VE | "do,PS" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Vliam Andor | GA | an | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Voter Captivation | AcM | ps | U | \$ 1.88 | \$ 0.75 | \$ 0.63 |
| Vulnerability | Ma | 1 | U | \$ 1.88 | \$ 0.75 | \$ 0.63 |
| Wake with Evening Fresh | ReA | | C | \$ 0.63 | \$ 0.50 | \$ 0.38 |
| Walk of Flame | Co | th | U | \$ 1.88 | \$ 0.75 | \$ 0.63 |
| Warzone Hunting Grid | Ma: Uq loc | "BR,2" | U | \$ 2.25 | \$ 1.50 | \$ 1.13 |
| Weather Control | th | | U | \$ 1.88 | \$ 0.75 | \$ 0.63 |
| Well-aimed Car | Co | po | U | \$ 2.88 | \$ 0.75 | \$ 0.63 |
| Wolf Claws | Co | "pt,1" | C | \$ 0.38 | \$ 0.25 | \$ 0.25 |
| Wolf Companion | Re | "an,1" | U | \$ 1.88 | \$ 0.75 | \$ 0.63 |
| Wynn | GA - Pm | po,ob,PT,FO,AN | V | \$ 2.88 | \$ 0.75 | \$ 0.50 |
| XTC Laced Blood | Ma: oot | | R | \$ 4.50 | \$ 4.00 | \$ 4.00 |
| Yuri - The Talon | BR | "ce,po,ps" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Zack North | GA | "po,pt,fo,an" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Zebulon | MA | "pt,do,au,OB" | V | \$ 0.75 | \$ 0.50 | \$ 0.38 |
| Zip Gun | Co | | U | \$ 1.38 | \$ 0.75 | \$ 0.63 |
| Zoo Hunting Ground | Ma: Uq loc | "GA,2" | U | \$ 2.25 | \$ 1.50 | \$ 1.13 |

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3



PRICE GUIDE

BOOSTERS, BOXES & SETS

| SET NAME | UPPER | MEDIAN | LOWER |
|-----------------------------------|------------|------------|-----------|
| ALPHA STARTERS-BOX | \$1,100.00 | \$1,000.00 | \$ 675.00 |
| ALPHA STARTER | \$ 115.00 | \$ 100.00 | \$ 67.50 |
| ALPHA STARTER (NO UPC CODE) | \$ 300.00 | \$ 280.00 | \$ 165.00 |
| ALPHA BOOSTERS-BOX | \$1,800.00 | \$1,440.00 | \$ 950.00 |
| ALPHA BOOSTERS | \$ 50.00 | \$ 50.00 | \$ 31.50 |
| BETA STARTERS-BOX | \$ 850.00 | \$ 750.00 | \$ 425.00 |
| BETA STARTER | \$ 100.00 | \$ 82.50 | \$ 46.25 |
| BETA BOOSTERS-BOX | \$1,700.00 | \$1,200.00 | \$ 725.00 |
| BETA BOOSTER | \$ 50.00 | \$ 35.00 | \$ 22.50 |
| UNLIMITED STARTERS-BOX | \$ 550.00 | \$ 500.00 | \$ 250.00 |
| UNLIMITED STARTER | \$ 60.00 | \$ 50.00 | \$ 25.00 |
| UNLIMITED BOOSTERS-BOX | \$ 990.00 | \$ 800.00 | \$ 535.00 |
| UNLIMITED BOOSTER | \$ 32.50 | \$ 25.00 | \$ 16.00 |
| REVISED STARTERS-BOX | \$ 80.00 | \$ 79.50 | \$ 75.00 |
| REVISED STARTERS | \$ 7.95 | \$ 7.95 | \$ 7.50 |
| REVISED BOOSTERS-BOX | \$ 88.20 | \$ 88.00 | \$ 85.00 |
| REVISED BOOSTER | \$ 2.45 | \$ 2.45 | \$ 2.45 |
| COLLECTOR'S SET (DOMESTIC) | \$ 210.00 | \$ 150.00 | \$ 109.38 |
| COLLECTOR'S SET (INTERNATIONAL) | \$ 312.50 | \$ 275.00 | \$ 140.00 |
| COLLECTOR'S SET (DOMESTIC OPENED) | \$ 157.50 | \$ 100.00 | \$ 87.50 |
| COLLECTOR'S SET (INTERN'L OPENED) | \$ 262.50 | \$ 175.00 | \$ 90.00 |

| SET NAME | UPPER | MEDIAN | LOWER |
|-------------------------------|------------|------------|------------|
| ANTIQUITIES-BOX | \$ 780.00 | \$ 700.00 | \$ 600.00 |
| ANTIQUITIES-BOOSTER | \$ 15.00 | \$ 13.00 | \$ 9.25 |
| ARABIAN NIGHTS-BOX | \$2,350.00 | \$2,000.00 | \$1,225.00 |
| ARABIAN NIGHTS BOOSTER | \$ 40.00 | \$ 36.50 | \$ 27.50 |
| LEGENDS-BOX | \$ 742.50 | \$ 700.00 | \$ 658.75 |
| LEGENDS-BOOSTER | \$ 22.50 | \$ 20.00 | \$ 15.00 |
| THE DARK-BOX | \$ 223.75 | \$ 200.00 | \$ 156.75 |
| THE DARK-BOOSTER | \$ 4.00 | \$ 3.00 | \$ 2.59 |
| JYHAD STARTERS-BOX | \$ 90.00 | \$ 89.50 | \$ 84.38 |
| JYHAD STARTER | \$ 8.95 | \$ 8.95 | \$ 8.95 |
| JYHAD-BOOSTERS-BOX | \$ 99.00 | \$ 99.00 | \$ 94.38 |
| JYHAD-BOOSTER | \$ 2.75 | \$ 2.75 | \$ 2.75 |
| SELLFIRE STARTERS-BOX | \$ 54.00 | \$ 53.70 | \$ 47.50 |
| SELLFIRE STARTER | \$ 8.95 | \$ 8.95 | \$ 8.45 |
| SPELLFIRE BOOSTERS-BOX | \$ 90.00 | \$ 90.00 | \$ 74.44 |
| SPELLFIRE BOOSTER | \$ 2.50 | \$ 2.50 | \$ 2.38 |
| SPELLFIRE RAVENLOFT-BOX | \$ 67.50 | \$ 45.00 | \$ 22.50 |
| SPELLFIRE RAVENLOFT-BOOSTER | \$ 1.88 | \$ 1.25 | \$ 0.63 |
| SPELLFIRE DRAGONLANCE-BOX | \$ 67.50 | \$ 45.00 | \$ 22.50 |
| SPELLFIRE DRAGONLANCE-BOOSTER | \$ 33.75 | \$ 22.50 | \$ 11.25 |

| SET NAME | UPPER | MEDIAN | LOWER |
|--------------------|------------|------------|------------|
| ALPHA SET | \$1,950.00 | \$1,900.00 | \$1,850.00 |
| BETA SET | \$1,375.00 | \$1,250.00 | \$1,125.00 |
| UNLIMITED SET | \$1,225.00 | \$1,100.00 | \$ 750.00 |
| REVISED SET | \$ 405.00 | \$ 245.00 | \$ 137.50 |
| ARABIAN NIGHTS SET | \$ 568.75 | \$ 437.50 | \$ 400.00 |
| ANTIQUITIES SET | \$ 300.00 | \$ 287.50 | \$ 256.25 |
| LEGENDS SET | \$1,400.00 | \$1,200.00 | \$1,200.00 |

| SET NAME | UPPER | MEDIAN | LOWER |
|----------------------------|-----------|-----------|-----------|
| THE DARK SET | \$ 200.00 | \$ 200.00 | \$ 150.00 |
| JYHAD SET | \$ 337.50 | \$ 325.00 | \$ 312.50 |
| SPELLFIRE LIMITED SET | \$ 117.50 | \$ 85.00 | \$ 77.50 |
| SPELLFIRE UNLIMITED SET | NA | \$ 70.00 | NA |
| SPELLFIRE RAVENLOFT SET | \$ 75.75 | \$ 70.50 | \$ 65.25 |
| GALACTIC EMPIRES ALPHA SET | NA | \$ 100.00 | NA |
| GALACTIC EMPIRES BETA SET | NA | \$ 80.00 | NA |

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PRICE GUIDE

SPELLFIRE

| CARD NAME | TYPE | RARITY | UPPER | MEDIAN | LOWER |
|------------------------|----------|--------|---------|---------|---------|
| 1 Waterdeep | R FR | RLM | \$ 1.13 | \$ 0.68 | \$ 0.29 |
| 2 Menzoberranzan | R FR | RLM | \$ 3.50 | \$ 1.50 | \$ 0.75 |
| 3 Zhenitl Keep | R FR | R | \$ 1.13 | \$ 1.00 | \$ 0.85 |
| 4 Shadowdale | R FR | RLM | \$ 1.13 | \$ 0.68 | \$ 0.31 |
| 5 Cormyr | R FR | RLM | \$ 0.63 | \$ 0.38 | \$ 0.20 |
| 6 Sembia | R FR | RLM | \$ 0.63 | \$ 0.38 | \$ 0.20 |
| 7 Moonshae Isles | R FR | RLM | \$ 1.13 | \$ 0.68 | \$ 0.33 |
| 8 Thay | R FR | RLM | \$ 1.13 | \$ 0.68 | \$ 0.29 |
| 9 Dushan | R FR | RLM | \$ 0.63 | \$ 0.38 | \$ 0.20 |
| 10 Pirate Isles | R FR | RLM | \$ 1.13 | \$ 0.68 | \$ 0.31 |
| 11 Ravens Bluff | R FR | RLM | \$ 1.13 | \$ 0.68 | \$ 0.30 |
| 12 The Great Rift | R FR | RLM | \$ 1.63 | \$ 0.93 | \$ 0.29 |
| 13 Myth Drannor | R FR | U | \$ 1.63 | \$ 1.13 | \$ 0.65 |
| 14 Vaasa | R FR | RLM | \$ 1.00 | \$ 0.50 | \$ 0.24 |
| 15 Jungles of Chult | R FR | RLM | \$ 1.63 | \$ 0.93 | \$ 0.31 |
| 16 The High Forest | R FR | RLM | \$ 0.63 | \$ 0.43 | \$ 0.29 |
| 17 Sword Coast | R FR | RLM | \$ 1.13 | \$ 0.68 | \$ 0.31 |
| 18 Anuroch | R FR | RLM | \$ 1.13 | \$ 0.68 | \$ 0.29 |
| 19 Impiltur | R FR | RLM | \$ 1.13 | \$ 0.68 | \$ 0.30 |
| 20 Icewind Dale | R FR | RLM | \$ 1.13 | \$ 0.68 | \$ 0.31 |
| 21 The High Moor | R FR | RLM | \$ 1.13 | \$ 0.68 | \$ 0.31 |
| 22 Rashemen | R FR | RLM | \$ 1.13 | \$ 0.63 | \$ 0.20 |
| 23 Damara | R FR | RLM | \$ 1.13 | \$ 0.65 | \$ 0.29 |
| 24 Narfell | R FR | RLM | \$ 0.63 | \$ 0.38 | \$ 0.20 |
| 25 Dragonspear Castle | R FR | RLM | \$ 1.13 | \$ 0.68 | \$ 0.30 |
| 26 Daggerdale | R FR | RLM | \$ 1.13 | \$ 0.68 | \$ 0.32 |
| 27 Darkhold | R FR | RLM | \$ 1.13 | \$ 0.68 | \$ 0.30 |
| 28 Haunted Hl Evnstr | R FR | R | \$ 1.63 | \$ 1.38 | \$ 1.05 |
| 29 Evermeet | R FR | R | \$ 1.50 | \$ 1.50 | \$ 1.35 |
| 30 The Trollmoors | R FR | RLM | \$ 1.13 | \$ 0.68 | \$ 0.29 |
| 31 Berdusk | H FR | U | \$ 0.94 | \$ 0.75 | \$ 0.63 |
| 32 Tantras | H FR | U | \$ 0.94 | \$ 0.75 | \$ 0.63 |
| 33 Mulmaster | H FR | U | \$ 0.98 | \$ 0.78 | \$ 0.63 |
| 34 Hillsfar | H FR | U | \$ 0.98 | \$ 0.78 | \$ 0.63 |
| 35 Suzail | H FR | U | \$ 0.98 | \$ 0.78 | \$ 0.63 |
| 36 Arabel | H FR | U | \$ 0.94 | \$ 0.75 | \$ 0.63 |
| 37 Fortifications | H FR | U | \$ 1.25 | \$ 0.75 | \$ 0.75 |
| 38 Fortifications | H FR | U | \$ 0.98 | \$ 0.78 | \$ 0.63 |
| 39 Selune | H FR | U | \$ 0.94 | \$ 0.75 | \$ 0.63 |
| 40 Peasant Uprising | H FR | U | \$ 0.85 | \$ 0.78 | \$ 0.63 |
| 41 Alias Sell-Sword | He FR | U | \$ 1.23 | \$ 0.78 | \$ 0.64 |
| 42 King Azoun IV | He FR | R | \$ 2.38 | \$ 1.25 | \$ 0.86 |
| 43 Malgor the Red | He FR | R | \$ 2.13 | \$ 1.38 | \$ 1.09 |
| 44 Elminster Mage | He FR | U | \$ 2.13 | \$ 1.43 | \$ 0.76 |
| 45 Drizzt Do'Urden | He FR | C | \$ 1.38 | \$ 0.75 | \$ 0.49 |
| 46 Midnight | He FR | R | \$ 3.38 | \$ 2.25 | \$ 1.78 |
| 47 Torg Mac Cei | He FR | U | \$ 1.90 | \$ 0.88 | \$ 0.64 |
| 48 The Peregrine | He FR | U | \$ 1.69 | \$ 1.13 | \$ 0.88 |
| 49 Brevon's Bilemm | He FR | R | \$ 4.00 | \$ 2.50 | \$ 1.00 |
| 50 Marco Yolo | He FR | U | \$ 1.19 | \$ 0.55 | \$ 0.31 |
| 51 The Harpers | He FR | C | \$ 0.51 | \$ 0.30 | \$ 0.24 |
| 52 Gnomes of Samek | He FR | U | \$ 0.71 | \$ 0.60 | \$ 0.41 |
| 53 Adventurers! | He FR | C | \$ 0.48 | \$ 0.28 | \$ 0.24 |
| 54 War Party | He AD&D | C | \$ 0.35 | \$ 0.28 | \$ 0.21 |
| 55 Crime Lord | He FR | U | \$ 2.00 | \$ 1.40 | \$ 0.71 |
| 56 Adventurers | He FR | C | \$ 0.48 | \$ 0.28 | \$ 0.23 |
| 57 The Jotunslayers | He FR | C | \$ 0.64 | \$ 0.30 | \$ 0.23 |
| 58 Armies of Baldme | He AD&D | U | \$ 0.76 | \$ 0.63 | \$ 0.41 |
| 59 The Iron Legion | He AD&D | C | \$ 0.39 | \$ 0.30 | \$ 0.21 |
| 60 Tergo's Tenhammer | He GH | C | \$ 0.39 | \$ 0.30 | \$ 0.22 |
| 61 Myrmidons | He AD&D | R | \$ 2.56 | \$ 1.63 | \$ 1.28 |
| 62 The Magister | He FR | U | \$ 1.43 | \$ 0.70 | \$ 0.43 |
| 63 Karliott the Shmn | He FR | U | \$ 0.71 | \$ 0.60 | \$ 0.43 |
| 64 King Halvor II | He FR | U | \$ 0.75 | \$ 0.63 | \$ 0.41 |
| 65 Pteranodon | He AD&D | C | \$ 0.60 | \$ 0.28 | \$ 0.23 |
| 66 The Gorgosaurus | He AD&D | R | \$ 1.94 | \$ 1.13 | \$ 0.84 |
| 67 The Greater Feyr | He FR | R | \$ 1.88 | \$ 1.38 | \$ 1.06 |
| 68 Cleric of Gond | He FR | U | \$ 1.50 | \$ 0.90 | \$ 0.50 |
| 69 Cleric of Torm | He FR | U | \$ 1.50 | \$ 0.75 | \$ 0.43 |
| 70 Cleric of Mask | He FR | U | \$ 1.69 | \$ 0.88 | \$ 0.64 |
| 71 Drow Master | He FR | U | \$ 0.98 | \$ 0.78 | \$ 0.61 |
| 72 Dracolich | He FR | R | \$ 2.75 | \$ 1.63 | \$ 1.08 |
| 73 Vassal Flameslayer | He FR | R | \$ 2.13 | \$ 1.38 | \$ 1.00 |
| 74 Allais of the Mists | He FR | C | \$ 0.75 | \$ 0.45 | \$ 0.36 |
| 75 Gryph the Saurial | He FR | U | \$ 0.71 | \$ 0.60 | \$ 0.41 |
| 76 Worden Ironfist | He FR | U | \$ 2.50 | \$ 1.50 | \$ 1.00 |
| 77 Amarril | He FR | U | \$ 1.10 | \$ 0.78 | \$ 0.64 |
| 78 Joliet the Rash | He FR | C | \$ 0.39 | \$ 0.30 | \$ 0.20 |
| 79 Dwarf of Earthfast | He FR | C | \$ 0.64 | \$ 0.30 | \$ 0.24 |
| 80 The Black Cloaker | He FR | R | \$ 2.13 | \$ 1.25 | \$ 0.90 |
| 81 Hornhead Saurial | He AD&D | C | \$ 0.35 | \$ 0.28 | \$ 0.21 |
| 82 Dagrande | He FR | U | \$ 0.71 | \$ 0.60 | \$ 0.41 |
| 83 Mind Flayer | He AD&D | R | \$ 2.75 | \$ 2.00 | \$ 1.25 |
| 84 Noble Djinni | He AD&D | R | \$ 2.50 | \$ 1.63 | \$ 1.06 |
| 85 Hubadade | He AD&D | R | \$ 1.50 | \$ 1.00 | \$ 0.85 |
| 86 Intellect Devourer | He AD&D | R | \$ 0.98 | \$ 0.78 | \$ 0.69 |
| 87 Thandril | He FR | C | \$ 0.64 | \$ 0.30 | \$ 0.21 |
| 88 Triceratops | He AD&D | R | \$ 3.00 | \$ 1.50 | \$ 1.00 |
| 89 Cleric of Malor | He AD&D | C | \$ 0.68 | \$ 0.33 | \$ 0.22 |
| 90 Airship | Ev AD&D | U | \$ 1.01 | \$ 0.80 | \$ 0.64 |
| 91 Bad Omens | Ev AD&D | C | \$ 0.55 | \$ 0.33 | \$ 0.21 |
| 92 Fortunate Omens | Ev AD&D | C | \$ 0.68 | \$ 0.33 | \$ 0.24 |
| 93 Rod Shapechange | A FR | U | \$ 1.18 | \$ 0.83 | \$ 0.64 |
| 94 Darwarven Hammer | He AD&D | R | \$ 1.88 | \$ 1.25 | \$ 0.84 |
| 95 Staff of Striking | He AD&D | R | \$ 1.94 | \$ 1.13 | \$ 0.85 |
| 96 Hrs of the Abyss | Wsp AD&D | U | \$ 1.00 | \$ 0.80 | \$ 0.75 |
| 97 Flameblade | He AD&D | R | \$ 1.50 | \$ 0.95 | \$ 0.76 |
| 98 Figur. Wndrs Pwr | He AD&D | U | \$ 0.48 | \$ 0.28 | \$ 0.21 |
| 99 Catalysm | Ev AD&D | U | \$ 2.00 | \$ 1.40 | \$ 0.74 |
| 100 Good Fortune | Ev AD&D | U | \$ 1.13 | \$ 0.73 | \$ 0.41 |
| 101 Surprise Raid | Ev AD&D | C | \$ 0.59 | \$ 0.40 | \$ 0.33 |
| 102 Banr 1-Eyed God | He AD&D | C | \$ 0.51 | \$ 0.30 | \$ 0.21 |
| 103 Viperhand | He AD&D | U | \$ 0.85 | \$ 0.63 | \$ 0.43 |
| 104 Orb of Doom | He AD&D | C | \$ 0.63 | \$ 0.40 | \$ 0.25 |
| 105 Staff of Conjuring | He AD&D | C | \$ 0.80 | \$ 0.33 | \$ 0.24 |
| 106 Spell of Frmls Hr | Wsp AD&D | U | \$ 0.98 | \$ 0.78 | \$ 0.64 |

| CARD NAME | TYPE | RARITY | UPPER | MEDIAN | LOWER |
|------------------------|---------|--------|---------|---------|---------|
| 107 Safe Harbor! | Ev AD&D | R | \$ 1.75 | \$ 1.25 | \$ 1.00 |
| 108 Labor of Legend | Ev AD&D | C | \$ 0.55 | \$ 0.33 | \$ 0.21 |
| 109 Wand of Light | MI AD&D | U | \$ 0.81 | \$ 0.75 | \$ 0.63 |
| 110 Elf Galleon | AI AD&D | R | \$ 1.50 | \$ 0.95 | \$ 0.75 |
| 111 Free City of GH | R GH | R | \$ 2.13 | \$ 1.38 | \$ 1.09 |
| 112 The Lands of Luz | R GH | U | \$ 0.98 | \$ 0.78 | \$ 0.63 |
| 113 The Pomary | R GH | RLM | \$ 1.13 | \$ 0.68 | \$ 0.30 |
| 114 Hold of Sea Prin. | R GH | RLM | \$ 1.13 | \$ 0.68 | \$ 0.29 |
| 115 The Yeomanry | R GH | RLM | \$ 1.13 | \$ 0.63 | \$ 0.20 |
| 116 Blackmoor | R GH | U | \$ 0.98 | \$ 0.78 | \$ 0.63 |
| 117 The Horned Soc. | R GH | RLM | \$ 0.63 | \$ 0.38 | \$ 0.20 |
| 118 The World Nomads | R GH | RLM | \$ 0.63 | \$ 0.38 | \$ 0.20 |
| 119 Stierich | R GH | RLM | \$ 0.63 | \$ 0.43 | \$ 0.31 |
| 120 Nyrod | R GH | RLM | \$ 0.63 | \$ 0.43 | \$ 0.29 |
| 121 Veluna | R GH | RLM | \$ 0.63 | \$ 0.43 | \$ 0.29 |
| 122 Furdyond | R GH | RLM | \$ 0.63 | \$ 0.38 | \$ 0.20 |
| 123 The Great Knngdm | R GH | U | \$ 2.38 | \$ 1.50 | \$ 1.28 |
| 124 Temple Elem. Ev. | R GH | U | \$ 1.00 | \$ 1.00 | \$ 0.85 |
| 125 Greyhawk Ruins | R GH | U | \$ 1.01 | \$ 0.80 | \$ 0.64 |
| 126 Perrenland | R GH | RLM | \$ 0.63 | \$ 0.38 | \$ 0.20 |
| 127 Keoland | R GH | RLM | \$ 0.63 | \$ 0.43 | \$ 0.29 |
| 128 Celeste | R GH | RLM | \$ 0.63 | \$ 0.38 | \$ 0.20 |
| 129 The Bright Desert | R GH | RLM | \$ 1.13 | \$ 0.68 | \$ 0.30 |
| 130 Theocracy Pale | R GH | RLM | \$ 1.13 | \$ 0.63 | \$ 0.20 |
| 131 The Bone March | R GH | RLM | \$ 1.13 | \$ 0.68 | \$ 0.31 |
| 132 The Duchy Ester | R GH | RLM | \$ 0.63 | \$ 0.38 | \$ 0.20 |
| 133 The Sea Barons | R GH | RLM | \$ 1.13 | \$ 0.68 | \$ 0.30 |
| 134 Bissel | R GH | C | \$ 0.68 | \$ 0.33 | \$ 0.21 |
| 135 The Scrib Brthrd | R GH | U | \$ 1.01 | \$ 0.80 | \$ 0.65 |
| 136 Irontage | R GH | RLM | \$ 1.13 | \$ 0.68 | \$ 0.30 |
| 137 Principality Ulek | R GH | C | \$ 0.35 | \$ 0.28 | \$ 0.20 |
| 138 County of Sundri | R GH | C | \$ 0.35 | \$ 0.28 | \$ 0.20 |
| 139 Duchy of Tenh | R GH | C | \$ 0.35 | \$ 0.28 | \$ 0.20 |
| 140 Burneal Forest | R GH | C | \$ 0.68 | \$ 0.33 | \$ 0.21 |
| 141 Castle Hart | H GH | C | \$ 0.64 | \$ 0.30 | \$ 0.23 |
| 142 Arms Hrnd Soc. | H GH | R | \$ 2.50 | \$ 1.50 | \$ 1.00 |
| 143 Arms of Ul | H GH | R | \$ 1.88 | \$ 1.25 | \$ 0.85 |
| 144 Arms of GH | H GH | R | \$ 1.88 | \$ 1.50 | \$ 1.28 |
| 145 Arms Gt Knngdm | H GH | R | \$ 1.88 | \$ 1.50 | \$ 1.25 |
| 146 Arms of Furdyond | H GH | C | \$ 0.68 | \$ 0.33 | \$ 0.23 |
| 147 Arms of Nyrod | H GH | C | \$ 0.68 | \$ 0.33 | \$ 0.23 |
| 148 Skull Forge | H GH | C | \$ 0.75 | \$ 0.38 | \$ 0.24 |
| 149 Fortification | H GH | C | \$ 0.71 | \$ 0.35 | \$ 0.21 |
| 150 Siegel! | Ev AD&D | U | \$ 0.98 | \$ 0.78 | \$ 0.64 |
| 151 War Banner | MI AD&D | C | \$ 1.00 | \$ 0.25 | \$ 0.25 |
| 152 Codes Intra Pines | A GH | C | \$ 0.75 | \$ 0.38 | \$ 0.25 |
| 153 Crystal Ebon Flame | MI AD&D | U | \$ 0.89 | \$ 0.80 | \$ 0.64 |
| 154 Hides of Cstle GH | AI GH | U | \$ 1.50 | \$ 1.00 | \$ 0.86 |
| 155 Scaled Horde | M GH | C | \$ 0.55 | \$ 0.33 | \$ 0.22 |
| 156 Eye & Hand Vena | A GH | U | \$ 1.25 | \$ 0.93 | \$ 0.73 |
| 157 Orb of Drngkind | A GH | U | \$ 1.00 | \$ 0.90 | \$ 0.69 |
| 158 Baba Yaga's Hut | A GH | U | \$ 1.13 | \$ 0.90 | \$ 0.68 |
| 159 Chant of Lyrex | A GH | R | \$ 2.38 | \$ 1.25 | \$ 0.85 |
| 160 Cup of Al'akbar | A GH | U | \$ 1.13 | \$ 0.95 | \$ 0.79 |
| 161 Rary theTraitor | W GH | C | \$ 0.80 | \$ 0.33 | \$ 0.24 |
| 162 Mordenkainen | W GH | R | \$ 2.88 | \$ 1.88 | \$ 1.06 |
| 163 Tyslin San | W GH | U | \$ 0.94 | \$ 0.75 | \$ 0.64 |
| 164 Otto | W GH | R | \$ 1.88 | \$ 1.38 | \$ 1.09 |
| 165 Mica Wolf-Nomad | W GH | R | \$ 2.38 | \$ 1.38 | \$ 1.08 |
| 166 Loth, Sprd Qu | M GH | R | \$ 3.00 | \$ 2.50 | \$ 2.00 |
| 167 Iuz the Evil | M GH | U | \$ 2.13 | \$ 1.43 | \$ 0.75 |
| 168 Hutny! | Ev AD&D | R | \$ 1.88 | \$ 1.25 | \$ 0.85 |
| 169 Sorrowraith | AI AD&D | R | \$ 1.88 | \$ 1.25 | \$ 0.85 |
| 170 Sylvania | AI AD&D | R | \$ 1.88 | \$ 1.25 | \$ 0.85 |
| 171 Tears of Chendil | He GH | U | \$ 0.98 | \$ 0.78 | \$ 0.63 |
| 172 Hettman Turin | He GH | R | \$ 1.88 | \$ 1.25 | \$ 0.85 |
| 173 Griffin | MI AD&D | R | \$ 1.69 | \$ 1.13 | \$ 0.85 |
| 174 Sea Zombie | AI AD&D | R | \$ 1.50 | \$ 1.00 | \$ 0.84 |
| 175 Mist Wolf | Ev AD&D | R | \$ 2.00 | \$ 1.00 | \$ 1.00 |
| 176 Tyrinon | He GH | U | \$ 0.85 | \$ 0.78 | \$ 0.64 |
| 177 Quamiela Drgn | Dr GH | U | \$ 0.85 | \$ 0.78 | \$ 0.64 |
| 178 Sergerimm Just | He GH | R | \$ 1.50 | \$ 0.95 | \$ 0.76 |
| 179 Skull | AI AD&D | R | \$ 1.69 | \$ 1.13 | \$ 0.85 |
| 180 Berser Fury! | Ev GH | R | \$ 1.88 | \$ 1.50 | \$ 1.30 |
| 181 Wolf Nomads | He GH | C | \$ 0.68 | \$ 0.33 | \$ 0.22 |
| 182 Zadoc | AI AD&D | R | \$ 1.43 | \$ 0.70 | \$ 0.41 |
| 183 Miles | He AD&D | U | \$ 0.64 | \$ 0.55 | \$ 0.41 |
| 184 Trystan | AI AD&D | C | \$ 0.35 | \$ 0.28 | \$ 0.20 |
| 185 Thorvid | He GH | R | \$ 1.88 | \$ 1.38 | \$ 1.06 |
| 186 Fary Madness | Ev AD&D | R | \$ 1.88 | \$ 1.38 | \$ 1.05 |
| 187 Nenoc | CI GH | U | \$ 0.81 | \$ 0.75 | \$ 0.64 |
| 188 Young Good Drgn | MI GH | U | \$ 1.00 | \$ 0.45 | \$ 0.35 |
| 189 Arch-Bowid | CI GH | R | \$ 2.88 | \$ 2.00 | \$ 1.50 |
| 190 Hell-Hound | MI GH | U | \$ 0.98 | \$ 0.78 | \$ 0.65 |
| 191 Griffin | M GH | R | \$ 1.50 | \$ 1.00 | \$ 0.85 |
| 192 Giant Skeleton | AI AD&D | R | \$ 2.38 | \$ 1.38 | \$ 1.05 |
| 193 Skeleton | MI GH | C | \$ 0.44 | \$ 0.25 | \$ 0.20 |
| 194 Winged Horror | AI AD&D | U | \$ 1.01 | \$ 0.80 | \$ 0.67 |
| 195 Treants Grndwood | He AD&D | U | \$ 1.50 | \$ 1.15 | \$ 0.69 |
| 196 Rangers Hornwood | He GH | C | \$ 0.39 | \$ 0.30 | \$ 0.21 |
| 197 Magical Barding | MI GH | R | \$ 1.50 | \$ 1.00 | \$ 0.84 |
| 198 Border Forts | H AD&D | C | \$ 0.68 | \$ 0.33 | \$ 0.23 |
| 199 Rns' Crystal Ball | A GH | C | \$ 0.80 | \$ 0.33 | \$ 0.23 |
| 200 Falcon Figurine | MI AD&D | U | \$ 0.81 | \$ 0.70 | \$ 0.54 |
| 201 Transformation! | Ev AD&D | C | \$ 0.63 | \$ 0.50 | \$ 0.43 |
| 202 Enslaved! | Ev AD&D | U | \$ 0.89 | \$ 0.80 | \$ 0.64 |
| 203 Siege | Ev AD&D | C | \$ 0.75 | | |

THE COMPLETE BEGINNER'S GUIDE TO COLLECTIBLE CARD GAMES

What is a Collectible Card Game?

A collectible card game is a hybrid of two popular forms: Trading cards and card games. The result resembles what you would get if you took baseball cards and crossed them with a card game like Bridge or Hearts. The game itself is affected by the cards you have collected, because, unlike Bridge or Hearts, you don't play with a standard deck of cards—instead of 4 suits you have different groups of cards which could be alien races, colors, clans, etc.

What is so exciting about Collectible Card Games?

The best part of the game is the element of mystery. When you open a deck or a foil pack of cards, you are opening a surprise package. The cards inside will be a mixture of Rare, Uncommon and Common. If this is your second deck or pack, the cards you will find inside may be entirely different from those that you found in your first deck. You may get cards you've never seen before, and you may get double cards—but you never know in advance. The exciting part is that every time you open a new pack, all the new cards can be used to make new playdecks.

What's a playdeck... How do these games work?

When you open your first deck of cards, inside will be a mixture of different kinds of cards (depicting colors, people, places, things, etc.). To play the game, you must choose which cards you'd like to play with from your collection and assemble your own deck. Usually there are parameters for decks (how many cards, etc...) to go by. In the collectible card game, *Magic: The Gathering*, for instance, how you assemble your custom playdeck alters the way the game works. Because you always shuffle your deck and you choose which cards you are to play with, a game never plays the same twice—your opponent may turn up cards you've never seen before, and because the cards also interact with each other—the number of possible card combinations is almost limitless.

What is their appeal?

A collectible card game is appealing because it contains two elements: A game and a trading card series. Those who are attracted to games can collect all the cards too—which is an extension of the game itself. Collectors of trading cards find the cards attractive because of their design and their rarity. Extra cards that normally would be wasted or put into a trading box, can be used to play a game. The emergence of Collectible Card Games has created a hybrid buyer: *The Player/Collector*, who both collects the cards and plays the game.

What's the *Collectible* part?

The cards in a deck or pack have different rarities associated

with them. Rarity is determined by the number of cards printed. A small number of cards printed results in a rarer card. Cards are usually differentiated by the terms *Rare*, *Uncommon* and *Common*. Players collect the cards both for their value as a playable card (a card which is valuable in terms of the game) and as a collectible. Besides rarity, each card has a different piece of original art associated with it, (or photo as in the case of *Star Trek: TNG*). You can collect the art you like, or cards by the same artists!

Why do cards have different colored borders?

The border color is a key, which allows collectors and players to instantly recognize whether a card is from a Limited or Unlimited edition.

What's Limited/Unlimited Edition mean?

A *Limited Edition* set has a finite print run. In other words, only a certain number of cards were printed and circulated. An *Unlimited Edition* Print run could have any number of cards in its print run, and could have many different print runs associated with it. An *Unlimited* set will be reprinted as long as there is demand for the card game, whereas in a *Limited Edition*, the number of cards in circulation will not change.

THE FIRST COLLECTIBLE CARD GAME MAGIC: THE GATHERING THE DIFFERENCE BETWEEN THE EDITIONS

Black Bordered Cards: Alpha and Beta Cards

The Alpha set is the first printing of Magic: The Gathering cards (a run of 2.6 million cards). There are 297 cards in the Alpha set. There are 7 additional cards in the Black bordered Beta set for a total of 302 cards. The Beta printing of Magic: the Gathering was a run of 7.6 million cards. If a Magic: The Gathering card has a black border it is from either of these Limited Edition printings.

The Alpha cards have rounder corners than the Beta cards. If you pile Alpha and Beta cards together in a deck, the corners of the Beta cards will jut out at the corners with a sharper edge. Various card errors were corrected in the Beta run set as well, which makes certain cards easy to distinguish. The extra 7 cards added to Beta were never available as Alpha cards. therefore, for example, there is no Alpha Circle of Protection: Black (CoP:Black).

Limited Expansion Sets

Arabian Nights, Antiquities, Legends, The Dark and Fallen Empires are Limited Edition (black bordered) Expansion sets for Magic: The Gathering. You can determine which set a black bordered card belongs to by looking at the right-hand side of the card

below the artwork, above the text box. The Alpha and Beta cards have no symbol in this space. Arabian Nights cards have a scimitar (a type of sword), Antiquities cards have an anvil, Legends cards have a greek column, The Dark cards have a crescent moon and Fallen Empires cards have a crown.

White Bordered Cards: Unlimited and Revised Cards

The Unlimited and Revised sets of Magic: The Gathering are easily distinguished from Limited Edition card sets by their white borders. The Unlimited Series was the third edition of Magic: The Gathering cards to be released. The Unlimited version of Magic: The Gathering is identical to the Beta edition, except that it has white instead of black borders. While both Unlimited and Revised incorporate 302 cards, the cards contained in the sets are different. The Revised Set incorporated cards from the Limited Edition black bordered Expansion Sets, Antiquities and Arabian Nights and does not contain some of the cards found in the Unlimited series (such as Moxes, Black Lotus, etc.). The early Revised Set printing is very light in comparison with the rich color of the Unlimited series, which is the easiest basis for comparison. Otherwise the cards are virtually indistinguishable.

Tell me about Wizards of the Coast, the manufacturers of *Magic: The Gathering*, the first collectible card game?

Wizards of the Coast is a young company, based in Renton WA, which began as a roleplaying game manufacturer. Teaming up with Garfield Games they began to work on a project then known as *Mana Flash*, in late 1992. In July of 1993, they launched *Magic:*

The Gathering, intending to start a new genre for games. *Magic* was incredibly successful—exceeding their highest hopes and within a month they had sold out the first printing of 2.6 million cards (the Alpha edition) and were selling quickly through the second printing of 7.6 million cards (the Beta edition). The company grew rapidly. By the end of 1994, Wizards of the Coast will have over 1 billion cards in circulation. Expansion sets for *Magic: The Gathering* sell out months in advance of their release at the Distributor/Wholesale level. Wizards of the Coast's marketing department is planning to advertise and promote *Magic: The Gathering* into the mass market in the first quarter of 1995.

So is this a new genre of game?

Over the next 5 months there are over 10 Collectible Card Games from a variety of manufacturers scheduled for release. Certainly with the amount of interest in the field and the number of "other" companies (book publishers, computer software firms, film production companies, etc.) taking an interest in the field, the future for Collectible Card Games looks promising.

For more information on the Game and the Game Card Industry please contact the *Game Manufacturer's Association* (GAMA) at (314) 831-4510. The annual trade show for GAMA (open to the trade only) is March 22-24, 1995. This year it is to be held in New Orleans, LA. For more information on the trade show, contact Gary Smith at (216) 673-2117.

MAGIC: THE GATHERING

An Instant Primer

by J. D. Wiker

So you've discovered this great card game Magic: The Gathering. You and your best friend have each bought a starter deck, and the cards look really cool but you can't seem to make heads nor tails of it. You'd like someone to show you how to play, but you don't want to play against the real experts until you know what you're doing. Let's start with the basics; Magic is a game in which you and your opponent represent mighty wizards trying to drive each other from a mythical Land called Dominia. Your deck represents the spells you know, the men and monsters you can summon to your aid, the magical weapons and tools you possess, and the Lands that provide you with the raw energy to work your

magic. The cards in your hand are the resources that you have at a given time and the cards in your deck are called your library. As you use up your cards, they eventually go into a separate pile called the graveyard. The object of the game is to reduce your opponent to zero life points from his starting total of twenty.

To play Magic: The Gathering, you and an opponent will each need a deck of Magic cards. The best way to begin is with a Starter Deck, which contains sixty different cards, including Lands, creatures, artifacts, enchantments, sorceries, instants, and interrupts. Lands provide Mana: Forests provide green Mana, Islands provide blue Mana, Mountains provide red Mana, Plains provide white Mana, and Swamps provide black

Mana. The differences in the color of the Mana are important. Some spells can only be cast with a certain kind of Mana. For example, to cast a Lightning Bolt you need red Mana. To summon a Nether Shadow, you need black.

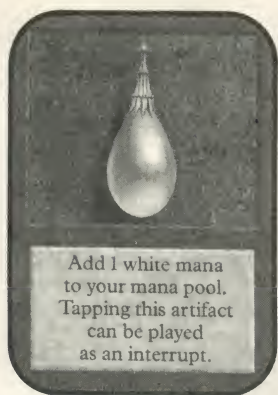
You can tell which kind of Mana you need by looking at the symbols on the upper right-hand corner of a card. For example, Scryb Sprites require one green Mana to summon and put into play. A Bog Wraith requires one black Mana, plus three of any other combination of colors, even more black Mana.

The card will also tell you what kind of spell it is. Right under the picture is the spell type, such as Land, Sorcery, or Summon, for example. Below that is the card text, which explains what the

card does. Some have a little story about the card. In the case of creatures, there is also a set of numbers in the lower right-hand corner. The number before the slash tells you the creature's power (how much damage it can dish out), and the number after the slash is the creature's toughness (how much punishment it can take).

Both players start with twenty life, represented by some kind of counters. (I use pennies.) The Scrye counter from Reaper Miniatures is a unique device to keep track of life points. The object of the game is to reduce your opponent to zero life, which means he has been driven from the Lands of Dominia by your superior power, skill and luck.

When you begin to play, both players shuffle their decks, cut



each other's cards, then turn over the top card and set it aside. This is the ante. If you win the game, you get to keep your ante and you get to take your opponent's ante too. As you play, you will draw cards, put Lands on the table, then use the Lands to cast the other spells in your hand. Sooner or later you will summon a creature and use it to attack your opponent. If he has a creature in play, he will probably want to block your attack. This leads to combat.

Combat can get very technical, but the basic concept is very easy. You can only attack on your own turn. To attack, compare each creature's power to the other creature's toughness. If the power of one creature is the same or higher than the other creature, the other creature dies. Sometimes both creatures aren't tough enough to survive, and both die, going to their owner's

graveyards. Creatures can also join together to block a tougher attacker, or attack in numbers to swarm past a blocker's defenses.

For example:

You have a Northern Paladin, a 3/3 creature, and your opponent has a Pearled Unicorn (2/2) and Mon's Goblin Raiders (1/1). When you attack with the Paladin, your opponent can choose to block with just the Goblin Raiders, killing them, but stopping the Paladin, or with the Raiders and the Unicorn, killing the Paladin, but also sacrificing either or both of the blockers. Note that the defender can also choose not to block: he would then take three points of damage himself, but still have creatures to attack with on his own turn.

Creatures sometimes have special abilities which allow them to ignore blockers, and attack the other player directly. One such special ability is flight the flying creature simply soars over any blockers that cannot fly. In the example above, if the attacking player had a Mesa Pegasus, he could simply bypass the Unicorn and the Goblin Raiders and do damage directly to the defending player.

Players can also use their spells to attack an opponent directly. Such spells as Fireball, Disintegrate, and Drain Life can be aimed right at the other player, and cause his life total to drop. But spells such as the various Circles of Protection, or Counterspell, can either help the player ignore the damaging effects of spells

or creatures, or even negate a spell altogether. For example:

You cast a Fireball, using one red Mana and four colorless Mana, to do four points of damage to your opponent. If he has a Circle of Protection: Red (because Fireball is a red sorcery), he can prevent all the damage the Fireball would do to him. On the other hand, if he didn't have a Circle of Protection, he might want to prevent you from casting the spell at all, using perhaps a Counterspell, Spell Blast, or Blue Elemental Blast.

Some spells even allow a player to destroy his



opponent's cards in play, that is, send them right to the graveyard, or even take them out of the game entirely. Artifact cards often do some truly unusual things in the game, from simply providing extra Mana, to removing every creature, enchantment, and artifact in play!

These concepts become much clearer after your first few games, and after several games, you will want to begin "fine-tuning" your Magic deck to make it more efficient. For example, you might decide that you wanted to concentrate on doing damage directly to your opponent, by loading up

on red spells like Lightning Bolt and Fireball. In this case, you wouldn't want to have a lot of spells that required other colors of Mana, so you could remove all the Forests, Islands, Plains, and Swamps, as well as all the green, blue, white, and black spells. That way, you would also have the right color Mana on the table to cast your spells.

You also might want to construct a deck full of strong monsters, so you probably would want to have a few more Lands in the deck, to help pay the summoning costs. Or you might want to "swarm" an opponent with a large number of weak creatures. You will undoubtedly try many different strategies before you find the one that works best for you.

In fact, the hardest part of the fine-tuning process is getting the mix of cards just right. Even when your deck is all one color, you may find that you have too much Land, and not enough Creatures or too many Creatures, but not enough Sorceries or Enchantments. Or you might even find that you seem to always have enough of everything except Land.

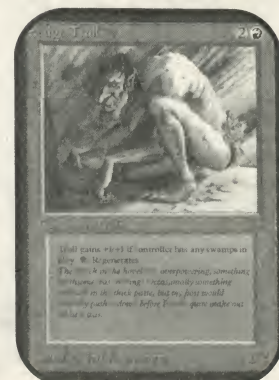
Of course, you will eventually want to expand your options. No doubt soon after your first game, you will find yourself buying more cards. But rather than buying more Starter Decks, you can buy Booster Packs, which contain the same kind of cards, just in fewer numbers, and without a rule-book packaged inside.

In addition, Wizards of the Coast is constantly



working on new expansion sets: brand-new cards following a theme, such as the Arabian Nights, Antiquities, Legends, The Dark, and the upcoming Fallen Empires; and more cards are being designed at Wizards of the Coast every day. Though some cards go out of print, even the newest of players will be able to find interesting, powerful cards with which to bolster their decks and take on newer and more challenging opponents.

Magic: The Gathering can be enjoyed on many levels. The Lands of Dominia are vast and endless, with room for not only the most seasoned of wizards, but also the merest dabblers. Everyone with a yen for exciting challenges, or even merely diverting entertainment, will find their own favorite way to play Magic.



Jyhad: A Neonate's Introduction

by Shawn F. Carnes

There they sat. They had been there for quite some time, but still they waited. All four of them knew each of the others were of the blood. The abandoned warehouse seemed as likely a meeting place as their kind might assemble in, but why they all had been brought together still remained a mystery. Each one of them had received an invitation to meet with someone whom they did not know; they did not even know their host's name. Still, they felt compelled to be at the warehouse. Why they had this compulsion, not one of them could answer. So they sat on empty crates and waited.

"I'm glad to see that you have patience. If I had been made to wait for several hours, I would not have been as complacent." The voice came so suddenly from a darkened part of the warehouse that all four Kindred seemed to jump at once.

They eventually regained their composure and one of the four, a pale man in a business suit, stood

up and spoke into the darkness. "Who are you? Why have we been made to wait for so long? The Ventrue wait for no one."

"Why did you wait?" The voice from the darkness retorted. "Nothing was preventing you from leaving."

The four vampires looked at each other. It was true—they could have left at any time. The one who spoke out quietly reclaimed his seat. "Now that we have that settled," the voice from the darkness continued, "allow me to introduce myself." Just as suddenly as the voice had shattered the uneasy silence of the warehouse, a stunningly beautiful woman emerged next to the four, from what seemed like nowhere. Her silken vestments draped casually from her streamline figure. Her fire-red hair stood out in stark contrast to her painfully pale face. Her dark eyes were as mesmerizing as her voice, which she used yet again.

"My name is Clytamnestra. I am, or rather, hopefully I will soon be your benefactor. I wish to employ you, in a way, for a very important task."

The Ventrue spoke again, this time almost with a sneer. "In case you did not realize this, I am the Prince of this city. I am the one who employs Kindred around here."

"SILENCE!" Clytamnestra commanded. The power her voice emanated nearly flung the Prince back into his crate. The other three Kindred felt this as well, and remained duly silent. Just as she had been suddenly harsh, Clytamnestra became the cool seductress again as she spoke to the assembly at large. "As the children of Caine, you must realize that there are things much more important than titles or petty holdings. Think of things in a global picture. I deal

with matters on this level, and my global concerns bring me to this place. This is where you come in."

One of the others finally broke her silence, a young woman dressed casually but smartly. "You are speaking to us of the Jyhad, are you not?"

Clytamnestra smiled at the young woman. "Indeed, childe, it is the Jyhad." She then turned to the group as a whole. "Now... here is what you all are going to do for me."

What is Jyhad?

Jyhad is a card game designed by Richard Garfield of Wizards of the Coast/Garfield Games based in White Wolf Game Studio's World of Darkness. The World of Darkness is a gothic-punk role-playing game setting in which the extremes of society are commonplace. The rich are extremely rich and the poor are despairingly poor. Society is a dark mirror of itself, reflecting the negatives of a culture which normally prides itself on illuminating the positives. In this dark milieu, supernatural creatures and vampires, in particular, are real.

The roleplaying game, *Vampire: The Masquerade*, is the focus of the card game, *Jyhad*. In *Vampire: The Masquerade*, vampires (known as Kindred) hide themselves from within mortal society. The more powerful and older Kindred manipulate younger ones to achieve their own ends, while all in all the Kindred secretly direct mortal society. This is the source from which *Jyhad* springs; you play the part of a Methuselah, an ancient vampire who controls vampires and mortals alike. You are caught up in an eternal struggle against others of your kind for control of Kindred society.

What Makes Up Jyhad?

Jyhad is similar to the other Deckmaster series of cards, in that they are collectible and playable. The overall set of 400+ cards have varying degrees of rarity; all of them, however, are usable in the game. A starter deck of cards is all that is needed for you to play, though you will need

a friend to pick one up as well. Eventually, as you start getting into the game, you can increase your card selection by picking up more starter decks or booster packs.

The cards themselves are broken down into differing categories for consideration in play. There are the actual vampire cards; these are the creatures you directly control. Of these cards, there are eight different kinds of vampires, once again reflecting the original source of *Vampire: The Masquerade*. Each clan, as they are called, represents a differing aspect of vampiric society. The clans are:

Brujah: They are the rebels of Kindred society, and thus nicknamed "rebels".

Gangrel: They typically are loners and have a strong affinity for nature. They are known as "outlanders".

Malkavian: Every one of these vampires is insane; with insanity, however, comes great insight. They are nicknamed "kooks".

Nosferatu: As hideous as they are straightforward, these beasts usually dwell beneath the city, collecting information on all levels. They are affectionately named "sewer rats".

Toreador: They usually are the artists of Kindred society; their art, however, can be as twisted as they can be. They are known as "degenerates".

Tremere: They come from an ancient order of mages. Their magic revolves around the manipulation of blood. They are nicknamed "warlocks".

Ventrue: The aristocrats and leaders of Kindred society. They are respected and hated, often in the same breath. They are known as "blue bloods".

Caitiff: Abandoned and shunned, these vampires are not considered a clan; hence their nickname, "outcasts".

The vampires have various abilities known as disciplines. If seen and considered by the mortal world, they would be considered to be not only supernatural, but superhuman. These disciplines are reflected in the cards by



the following categories:

Animalism: This discipline draws forth the inherent animalistic nature of the Kindred. It is inherent in the Gangrel and the Nosferatu.

Auspex: The senses are intensified and expanded to new heights, far beyond mortal understanding. Malkavians, Toreador, and Tremere are clans that commonly have this discipline.

Celerity: The vampire moves at speeds so fast that the human eye cannot recognize it. The Brujah and the Toreador often have this talent.

Dominate: This discipline affects the mind, weakens willpower, and opens up avenues of suggestion and mental control. The Malkavians, Tremere, and Ventrue often use Dominate.

Fortitude: The body becomes resilient to incomprehensible proportions; injuries that would kill others are brushed off by those who possess this discipline. The Gangrel and the Ventrue primarily use this discipline.

Obfuscate: This ability allows the vampire to hide its physical presence from the rest of the world. The Malkavians and the Nosferatu use this discipline the most.

Potence: Feats such as overturning cars and punching through sheets of steel are nothing for those who have this strength enhancing discipline. The Brujah and the Nosferatu commonly make use of it.

Presence: This discipline enhances the mental perception of those who view the Kindred, both for the aims of love and fear. Brujah, Toreador, and Ventrue claim this discipline as mainly theirs.

Protean: The body mutates to a degree to perform such feats as melding into the earth and turning into mist. The Gangrel are the common practitioners of Protean.

Thaumaturgy: This discipline represents the Tremere's adaptation of their magic to blood. They can do things ranging from injury to control through manipulation of the blood. Though the Tremere highly guard their secret, other clans have captured some of the

secrets of Thaumaturgy.

The Caitiff do not claim any discipline as inherently theirs, but pick up whatever they can wherever they can. In Jyhad, the vampires use their disciplines to perform actions as they are manipulated within the struggle.

The second type of card in Jyhad is known as a Master card. This kind of card is played by the Methuselah herself. This represents the Methuselah's direct influence upon the Jyhad. It affects minions individually or in groups, it brings elements of mortal society under the Methuselah's control, and it directly affects the Methuselah who uses them as well as her adversaries. The Master cards break down into different categories of use:

Master: A general card played by the Methuselah which represents some direct action she takes.

Master Out-Of-Turn: A card the Methuselah plays out of sequence for an immediate result.

Master Skill: Cards which are played on the vampires. This represents the vampire learning a new discipline or improving on a pre-existing one.

Master Location: This card represents the Methuselah gaining control of some aspect of mortal society.

Some of the Master cards have the term "unique" attached to them. This means that only one of these cards can be in play at once. This ties into the notion that each one of these is special and completely individual.

The third type of card in Jyhad is known as a Minion card. Again, there are many different kinds of cards; these cards make up the main bulk of game play. Minion cards represent the various actions that a minion (vampire or ally) may undertake during the course of the game. In particular, they are:

Ally: This card represents a mortal or supernatural ally of one of the vampires. They may act like vampires.

Retainer: This card is representative of an assistant who attaches itself to the vampire and serves her. These creatures do not take actions.



Action: This is the actual task that a vampire might try to accomplish during a turn. The action may be tied to a particular clan or discipline.

Reaction: This card may be used in response to an action card played by another of Methuselah's minions.

Action Modifier: Just like the name implies, this card will augment an action played by a minion.

Combat: If combat between two minions occurs, these cards are used to manipulate the combat. There are general combat cards which change the conditions of combat, strike cards for the actual fighting, maneuver cards to determine range, and press cards to continue or end combat.

Political Action These cards are action cards, but they are political in nature. It involves the Methuselahs and their minions voting on certain circumstances either yea or nay.

Some of the Master and Minion cards may have a cost attached to them. This is represented by a number inside a drop symbol. This means that the Methuselah or minion may need to spend some of its blood in order for the card they are playing to work. This reflects the power of the blood of a vampire; the vitae, as it is called, is the fuel that powers the abilities they possess.

Once More, Into the Struggle

Jyhad is a game that not only calls upon a sharp sense of game play, but a keen understanding of diplomacy. If you've had exposure to Magic: The Gathering, then you will have some knowledge of how the game play strategies might develop. If your exposure is along the lines of Vampire: The Masquerade, you will have a step up on how the diplomacy of Jyhad might manifest itself. Still, even if Jyhad is your first sampling of a Deckmaster game, you will find many avenues of game play at your disposal.

The rules supplied with the game will guide you through the initial stages of learning Jyhad. For more detailed information, you can refer to several sources. First of all, SCRYE magazine and The Duelist constantly features updated information on the game. Then there is The Eternal Struggle by White Wolf Game Studios; it is a player's guide which provides detailed strategies and game play suggestions. If these come short of what you are looking for, you can always get in touch with the Customer Service Department at Wizards of the Coast (206) 624-0933. Their hours of service are 8:00 a.m. to 6:00 p.m., Pacific Standard Time. Whatever your line of recourse, savor the excitement that comes from Jyhad.

An Introduction to Spellfire: Master The Magic

by James M. Ward

In 1974 a tiny company of board gamers created a thing called a roleplaying game. All of the hobby manufacturers of military simulations pointed their fingers, laughing at the silly idea. Twenty years later the company that started it all, TSR, Inc. stands at the head of a \$175,999,999 roleplaying game industry.

Now it's 1994 and another tiny company of gamers created a thing called the collectible card game. Let me tell you that this is one dude, working for one large company, that isn't pointing his finger and laughing.

TSR has stood for quality roleplaying and solid design. As a company we hope to use our vast experience to enter the bright new field of collectible card games.

The launch of Spellfire marked TSR's entrance into the collectible card game industry. The basic design is simple. Take the fun charac-

ters, cities, powers, and magic of the AD&D game and turn it loose in a set of cards. In 1994, TSR will have put out 797 different Spellfire



cards: 400 originals, 25 original chase cards, 20 second edition replacement cards, 100 Ravenloft horror cards, 100 Dragonlance cards, 25 Dragonlance chase cards, 100 Forgotten Realms cards, 25 Forgotten Realms chase cards, 1 GEN CON promotion card and 1 convention promotion card.

Spellfire is a quick twenty minute game for

two people. Figure about another 15 minutes for every person you add into the game. I've won several titanic games of ten and twelve people, but it took many sodas and snacks to accomplish.

So, how exactly is the game played? I could easily say the old, "second to learn and a lifetime to master". But the bottom line is, Spellfire is a fantasy game about building six realms (countries) in the various worlds designed by TSR. The first person to do this wins the game instantly. Through the use of wizards, heroes, monsters and clerics, your realms are defended and these characters are used to attack others. Added to this interesting fantasy soup, is a batch of allies, arcane AD&D spells, magical equipment, powerful artifacts, and world shaking events. Now that you know everything I know, are you ready to play the Spellfire game?

TSR's second collectible card game, Blood Wars comes out in February of 1995. It's based on the Planescape dimensions. Using thick card stock, interesting card borders and exciting new Planescape art, the game recreates the battles of the planes. Powerful plane lords lead legions of awesome monsters, in savage flights to the death. Having nothing to do with Spellfire, the game plays in twenty minutes with two people and longer when you add more players.

STAR TREK THE NEXT GENERATION CUSTOMIZABLE CARD GAME

Who Is Decipher?

Decipher is a ten-year old company that develops, manufactures and markets a wide variety of game products from its headquarters located in Norfolk, Virginia. In addition to the Star Trek: The Next Generation Customizable Card Game, Decipher distributes the popular How To Host A Murder games, Pente, Scratchees, Tip The Cows and several Star Trek: The Next Generation roleplaying and interactive VCR games.

What is the Star Trek: The Next Generation Customizable Card Game?

Like other games in this genre, the ST:TNG card game is customizable, collectible and challenging. From a universe of 363 cards, each player customizes a deck of 60 cards from his or her card collection.

Setting Up The Game

There are 9 categories of cards; 4 categories are used to create the space line, (mission, dilemma, outpost and artifact cards) and 5 cate-

gories are used to play the game (ships, personnel, event, interrupt and equipment cards). The space line is like a game board; the other cards are played from a hand of 7 cards taken from a draw deck.

Choose An Affiliation

There are 3 major affiliations in the game: Klingon, Romulan and Federation. Choose one or more affiliations. (Selecting multiple affiliations divides your resources but offers more diverse missions and increases the likelihood you can complete your opponent's missions.)

Customize a 60-card Deck

Select 60 cards using the following formula: 6 mission cards, 1 outpost card per affiliation, dilemma cards, artifact cards, ship cards, personnel cards, event cards, interrupt cards, equipment cards. No more than half of your deck can be space line (or "seed") cards. The breakdown of a 60-card Klingon deck may be as follows (or may vary according to your strategy):

| | | | |
|-----------------|----|----|----|
| Mission cards | 6 | 6 | 6 |
| Outpost card | 1 | 1 | 1 |
| Dilemma cards | 6 | 8 | 10 |
| Artifact cards | 2 | 2 | 2 |
| Ship cards | 8 | 8 | 6 |
| Personnel cards | 25 | 20 | 15 |
| Equipment cards | 3 | 3 | 2 |
| Event cards | 4 | 6 | 9 |
| Interrupt cards | 5 | 6 | 9 |
| Total | 60 | 60 | 60 |

Create A Spaceline

Space lines are created using mission, outpost, dilemma and artifact cards. Alternate placing mission cards (facing towards you) on the playing surface. Select one mission location to serve as an affiliation you are playing. Mission cards tell you the point value of a particular mission and also what must be accomplished in order to complete the mission. (The requirements for completing missions correspond to the characteristics on personnel cards. For example, stellar cartography, diplomacy or navigational skills or all three may be required to

complete a mission.)

Seed The Spaceline

Add dilemma cards under your opponent's mission cards to slow or stop him from completing the mission. (Some dilemmas have point values; points can be added to your score by overcoming these dilemmas. For this reason, you may choose to place dilemma cards under your own mission cards; you will know what is required to overcome the dilemma before you reach the mission and can come prepared to score these points! But since your opponent can also add dilemma cards to this location, nothing is guaranteed!) You can also add artifact cards under mission locations. Artifacts are valuable objects that can expand your power in the game. An artifact can be placed aboard your ship and used to accomplish future missions or thwart your opponent.

Note: overcoming dilemmas and accomplishing missions is the primary way points can be scored in

the game. (Some interrupt cards and future expansions will permit earning points; but points are not earned through battling.)

Playing The Game...

With the remaining 5 categories of cards (ship, personnel, event, interrupt and equipment cards), shuffle well, draw the top 7 cards (this is your hand) and use the remaining cards as your draw deck.

Taking A Turn

There are 3 steps to taking a turn: playing a card from your hand (commissioning ships, reporting personnel for duty, issuing equipment and causing events to occur); moving cards along the spaceline (offensively and/or defensively); and taking a card from the draw deck to signal the end of a turn.

How Cards Move...

Ships have range numbers that determine how far they can move along the space line. (These numbers correspond to the span numbers on the bottom of the missions cards that indicate the distance between locations on the space line.) This is the game's primary limitation in movement. Each ship on the space line can move up to its maximum range on every turn. Most ships have command requirements (represented by gold and silver icons on ship and personnel cards) for command and staff-level personnel. The rule is: command and staff personnel must be of the same affiliation as the ship, non-aligned or another race if a treaty exists. At least one command or staff-level personnel must be the same affiliation as the ship.

Ship Battles

Ships can battle, but no points are scored by battling. The only result of battles is the loss of crew members or damage/destruction of ships. To battle, two ships must be at the same location on the space line; the weapons of the attacker are compared to the shields of the defender (equipment cards can be hidden on board to enhance these

numbers). If weapons are stronger (higher) than shields, a ship is damaged and the ship card is rotated 180 degrees. (Damaged ships have a maximum range of 5 until repaired at an affiliation outpost.) If a damaged ship is hit again, it is destroyed killing all crew and destroying all equipment (unless the player has a lifepod that saves a crew member or two). All destroyed cards are placed in the discard pile.



Ship Repair

Damage is a delaying tactic that requires a ship to return to its outpost to undergo repairs, which take two full turns. (On the first turn after it arrives, the ship is rotated sideways. On the second turn after it arrives,, the ship is rotated right-side up and its full range of movement is restored.)

Personnel

Personnel cards list the skills individual crew members possess to assist in accomplishing missions. They also have different command or staff abilities (gold and silver icons) and point values for integrity, cunning and strength. (Note: In general, Federation forces score high in integrity. Romulans forces score

high in cunning and Klingons score high in strength, although these values vary according to individual characteristics.)

Away Team Battles

When members of an Away Team beam down to a planet, they can battle against a competing Away Team by simply adding up the total strength of each Away Team's members. (Note: hidden equipment, event and interrupt

member must be on board in order to complete a mission, this can cause serious delays.)

Events are cards which impose unexpected events or occurrences into the game. For example, an espionage card allows a player to block an affiliation from completing its mission and opens it up for a competing affiliation to complete. A "Q" card may regenerate any one card (of your choosing) in your discard pile!

A Raise the Stakes! card allows one player to initiate a challenge that requires his opponent to give up or agree that the eventual winner of the game can randomly select and keep one card from his opponent's cards at the end of the game! (Event cards can only be played during a player's turn, but their effects usually last awhile.)

Interrupts are more dramatic than events and can be played at any time during the game! For example, wormholes are interrupt cards that must be played in pairs, but they can provide rapid escape if a ship is under attack by a stronger foe. Here's how it works: one wormhole card is played on the actual location of the card while the other wormhole card is placed on a different mission location, allowing the ship to rapidly travel from one location to another escaping harm...unless your opponent has an interrupt card that counteracts the wormhole or two wormhole cards of his own that he could play! (Interrupt cards generally last for one action or turn.)

What is Planned in the Future?

Decipher will release special theme expansion sets which provide alternate universes and add variety to gameplay. New cards for all nine categories (mission, dilemma, outpost, artifact, event, interrupt, personnel, ship and equipment cards) will be available.

cards may enhance an Away Team's strength.) If one Away Team is stronger, one crew member of the weaker Away Team is selected at random to die and discard.

Some Additional Rules...

Treaties are event cards that allow different affiliations to share personnel, ships and outposts. With a treaty card in play, two or more affiliations are treated as one. If treaties are broken by an opponent's card, only personnel of the same affiliation as the ship and non-aligned personnel can be on board. Without the treaty in effect, the other personnel are held hostage and cannot assist in completing missions or overcoming dilemmas. (Since at least one affiliated crew

Doomtrooper Beginner's Rules

Welcome to Doomtrooper, the collectible card game set in the MUTANT

CHRONICLES setting. These beginner's rules have been specially designed to get you playing right away. After playing the beginner's game a couple of times, move on to the standard rules, where infinite possibilities await!

These basic rules are quite different from the standard game, but there are enough initial similarities that they make a perfect introduction to the main system. This version only scratches the surface of the standard rules, but

will still give you an exciting game!

The basic rules assume that two players are playing and you have purchased only the starter set and that you have no other additional cards. The rules are presented step-by-step

to make sure that you have no problems along the way!

Be aware that there are well over 300 cards that comprise the Doomtrooper game. This Starter Set only contains 60 of those cards, but all of these cards are

designed to interact in infinite ways to provide endless hours of fun. Some of the wording on your cards may not make too much sense in the terms of these basic rules. That's all right, these rules take most of them into account. If you have further questions about a card, you may have to refer to the standard rules.

What You Need

All you need to play Beginner's Doomtrooper is your deck of 60 cards, these rules, and a number of objects that may be used for markers. Coins or beads make excellent markers. Markers are used in the game to keep track of various factors.

The Cards

There are a number of different cards in Doomtrooper, each designated by the icon found on the top left corner of the card. Chances are you will not get all of the different types of card in your Starter Set. The different types of cards are:

Warrior used to fight battles and earn Promotion Points

Equipment may be given to warriors to make them more powerful.

Fortifications are defensive installations that help protect your warriors.

Missions special instructions that you may give to warriors or players which earn special bonuses.

Art magic are spells which may be cast by certain warriors.

Dark Symmetry magical abilities which may be given to certain warriors. Special all-purpose cards which are used in numerous ways during a game.

Setting Up

Take your deck of sixty cards and remove all of the warriors. They are the cards with the * icon and four numbers under the picture. Shuffle the warrior

cards and divide them into two equal piles. Now shuffle the remaining cards and divide them into two equal piles. Each player takes one of each pile and shuffles them together thoroughly, then puts his cards in a pile to his right. This is his draw pile. Each player also places five markers (coins work well) next to his draw pile. This is his Destiny Pool. Finally, each player draws seven cards to form his hand. Decide who will go first.

The Turn

During his turn a player goes through three major steps. When he is done with those steps, the other player takes his turn and performs the steps, and so on. Play continues back and forth until a player has earned 15 Promotion Points, a measure of the player's leadership in controlling his warriors. Once a player earns 15 Promotion Points, he wins the game. The three steps are: Step One: Draw cards to fill your hand to seven cards. Step Two: Perform up to three actions. Step Three: Discard to seven cards or, if you wish, discard a single card. The three steps are detailed as follows:

Step One: Draw

If you do not have seven cards in your hand at the beginning of your turn, draw cards from your draw pile until you do. If at any time a player's draw pile runs out of cards, the game ends and the player with the most Promotion points wins the game.

Step Two: Actions

The player may perform up to three actions. There are a number of different actions he can do, and each one may be performed more than once per turn.

The exception is the Attack action. A player may only attack once per turn, and only as his last action. The actions and their effects are:

Add Warrior

You may put a warrior from your hand onto the table by playing the warrior and spending as many markers from your Destiny Pool as the Value (V) number on the warrior's card. For example, if a warrior has a V of 4, you must spend 4 markers to put that warrior into play. If you do not have enough markers, you may not add the warrior.

Equip Warrior

You may give one of your warriors an equipment card as one action. Put the equipment card slightly over the warrior to show that the warrior is holding the equipment. A warrior may have any number of equipment cards.

Bestow Gift

If you have any Dark Legion warriors in play (they have the * icon in their top right corner) you may give them a mystical Dark Symmetry ability as one action. Any Dark Legion warrior may have any Dark Symmetry ability.

Assign Mission

If by chance you have a Mission card or two in your deck, you may assign the mission to a warrior or a player (depending on what it says on the card) as one action. Once the mission is assigned, you may then try to complete the instructions on the mission card (it may be difficult in this basic game). If you are able to complete the mission, you get the bonus that is listed on the mission card!

Meditate

You may spend an action meditating. When you meditate, place a marker into your Destiny Pool. In the basic game, the meditate action should often be taken to use up extra actions you may have.

Attack

If you and an opponent both have warriors in play,

you may attack one of your opponent's warriors with one of your own warriors. When you attack, use the following steps:

1) Announce Attacker and Defender

Tell which of your warriors (the Attacker) will attack which of your opponent's warriors (the Defender). Any warrior may attack any other warrior in the beginner's game.

2) Announce Battle Tactics (Fight or Shoot)

Take a look at your warrior card. It has two icons followed by a number on it. One is F, which is the warrior's fighting ability, and the other is S, which is his shooting ability. The Attacker strikes at the Defender either with his fists (F), or his guns (S).

Tell if the Attacker is fighting or shooting at the Defender (usually you will use the higher number).

3) Determine Combat Standing

Each warrior now simultaneously strikes at his opponent. Compare the number of the chosen attack method of one warrior with the armor rating (the number after the A) of his opponent. If the attacking number is equal to or higher than the armor number, that warrior is hitting his opponent. Now check for the other warrior. Warriors may end up hitting each other. Don't forget to include equipment and other cards in play.

Some equipment cards say: Fight weapon, Shoot weapon, or Fight/Shoot weapon on them. These are weapon cards, and only one weapon may be used during combat, and only the right type of weapon may be used in the right type of combat.

Fight/Shoot weapons may be used in both types of combat.

4) Modify Combat Ratings Starting with the attacking

player, players alternate playing special cards which may influence the outcome of the battle. If both players pass, then go on to the next step.

5) Resolve Combat

Figure out the combat standing again, but this time take into consideration the special cards that were played. Determine if either or both warriors are hit.

6) Change Warrior Status

If a warrior is hit, he is wounded. Turn the warrior card on its side to indicate that it is wounded.

Wounded warriors are not affected or changed, but if a wounded warrior is wounded again, it is killed.

7) Award Points

If a warrior is killed, the warrior that killed him earns Promotion Points for the player that controls him. Take as many markers as the Value (the number after the V icon in the slain warrior's card) of the warrior and put them on your left. These are your Promotion Points. If you get 15 Promotion Points before your opponent, you win.

It is possible for both warriors in a combat to be killed. In this case, both players earn Promotion Points.

Step Three: Discard

Finally, if you have more than 7 cards in your hand, discard to seven cards.

If you have 7 or fewer cards in your hand, you may discard one card. Your turn is over, and your opponent now takes his turn.

The Art

Every Brotherhood member (warrior cards with the * icon in the top right corner) is able to cast the spells of the Art. Most Art spells say when they may be cast. Combat spells and Personal Combat spells may only be cast during combat, and the casting Brotherhood member does not even have to be

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Randy Lockard

THE HOLIDAYS ARE HERE again and the storm named Magic is coming. The winds are already blowing hard and furious and look to increase even further. I can only imagine how busy we are going to be with the incredible growth of Magic: The Gathering since last Christmas. We are so busy now that we had to stop taking cards in on the weekends, until after Christmas. And as far as a list, forget it! It is impossible to keep an up-to-date list of cards that we have. We move thousands of cards a month now and Christmas isn't even here yet! This tip is for retailers selling individual cards: Find a trustworthy customer and give him credit in your store for sorting all the cards you have. You will have very little trouble in finding someone who will do this,

more of an old favorite lately: Nuclear War. Flying Buffalo Games have been making this game since before any of you were born, and for good reason. It is a great game! Nuclear War came out in the late sixties, during the Cold War. It makes light-hearted fun of some of the most terrifying things that we know of: Nuclear War, Biogenetic weapons, Radiation and Presidential Sex Scandals. The idea of the game is simple:

Steal the enemy's population through false propaganda and bomb them if you can't. The inevitable outcome of this game is, of course, Nuclear War. In the end, even if you manage to destroy another player, you probably will still lose the game as well. You see, if you wipe someone out of the game, it isn't over yet. Far from it. They then have the opportunity to launch everything they have at whomever they wish. And if this wipes another player out, so do they. Now, I know many of you reading this are somewhat conservative and are thinking that I am a sicko. Well I am, but you probably have no problems playing

the dead to fight again for you (Regeneration), and any number of other destructive things. Nuclear War was out for two and a decades before Magic and will be here long after. Okay, I stepped down from the podium, Nuclear War is a fast-paced, fun card game than you should take a not-so-serious look at.

From my network of spies from around the globe comes this hot tip. Take a chance on Wyvern. This new game from U.S. Games sounds to be too hot to handle. In this game you control dragon armies and their allies. The artwork is supposed to be nothing short of incredible! Look for this one in December or January. Since the initial run is going to very small, you may want to scoop some up for yourself. I will be!

Attention!

A recent change of marketing has allowed a few large retail chain stores (you know which ones, they all end in "-Marts") to start stocking Magic: The Gathering Boosters and Starter Decks. This has many small comic, game and card stores shaking in terror. Not us... keep reading.

If you enjoy playing Magic or similar card games, please read the following paragraph carefully. If you buy card games from the large chains and do not support your local game and hobby shops you should get used to your questions being answered like this, "How do I Fork a Fireball or Disintegrate?"

"Forks are on aisle 12, with the other kitchen items and dinner plates are two aisles over on #14", or "How do I use a Drain Life?" "Drain pipes? Go ask someone in hardware, they know about those things better than I do, hon" and "Where are your boosters?"

"You'll find booster cables in automotive aisle 27." While reading this you are probably having a good laugh, I'm not. As soon as it was common knowledge that these chain stores would have access to Magic: The Gathering, some small

game store somewhere (in your town, maybe) decided that it was impossible to compete with the 'Big Guys'. While this is true somewhat, we small stores have an ace up our sleeve and that is... product knowledge. If you need to know what aisle to find Magic on, go to Q-Mart. If you want to know how to play Magic, don't. The lesson don't buy any items from the "Big Guys" if you can get those same items from your local Game and Card Shops at the same price! It only makes sense to protect the games you love so much.

Well, I have to go sell more cards now. I really envy all of you who actually have time to play!

Merry Christmas and all that stuff.

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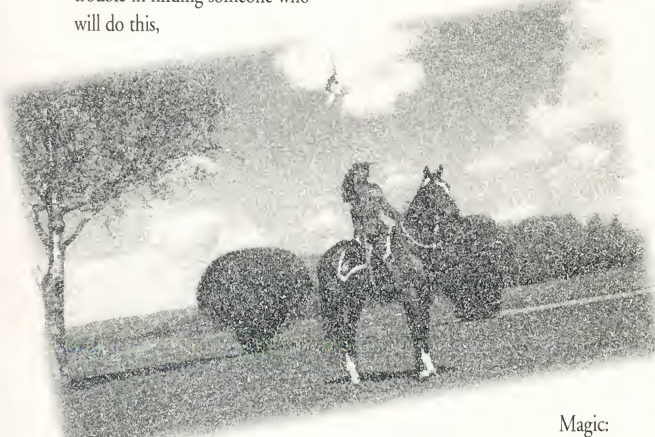
SO MANY GAMES, So Little Time... As more white stuff hits the ground here in the Great White North, we're seeing a lot more white lands in decks of Magic these days. But fewer of those precious gold discs called Loonies or 'Canada Mana', as I like to call our one dollar coin. Folks are hanging on and cutting back to save some moolah for Fallen Empires and Star Trek.

Everyone's thirsting for news on the Best of '94 for Magic, as well as Ice Age. Spellfire players are raving about Ravenloft and the store shelves have to rearranged every other week as some new expansion or card game makes its first appearance. Legends is certainly legendary in prices, as well as in their own time. Arabian Nights I've renamed "Oh But For Hindsight" which goes without explanation. This is going to be a VERY interesting holiday season for the collectible card game consumer/retailer indeed. A friend of mine once said in a duel, "So many spells, so little Mana". This winter one might say, "So many collectible card games, so little moolah..."

Circles of Protection are a very common in everyone's sideboard and Land Tax is getting used to circumvent the Blood Moon and shortage of double-colored Lands. Underworld Dreams is seen in virtually every black deck with Winds of Change, Howling Mines, Wheel of Fortune, TimeTwister, Ancestral Recall and Braingeyser to really make the UW hit home. Throw in a Pestilence or two, with a Black CoP and you needn't worry about opponent's creatures. Lightning bolt decks are still around, supplemented with Pyrotechnics, Chain Lighting, Disintegrate, Forks and Fireballs, lots of bang for the buck with quick use of Lands, but the almighty red CoP stops it cold. Another smooth combo had Black Anks with Martrys of Kolis, Dingus Egg and Landkillers, such as Stone Rain, Strip Mine and Armageddon.

Magic Revised

Supplies went into a Chaos Orbit when rumors hit Canada in mid-October that there was a serious



Magic:

for the opportunity to get more Boosters or individual cards from you. Then, have them come back once a week and sort all the new stuff you have acquired. Trust me on this one.

I have found myself playing

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problem at Carta Mundi in Belgium. I spent hours on the phone to find most Canadian distributors were sold out only a day after the rumor first got to us here in the West. A very favorable article in the Edmonton Journal also helped pump sales for a week or two. Prices for Starter Decks and Booster Packs are slowly on the rise as Remembrance day approaches. Cards in demand: Black Lotus, Moxes, Ancestral Recall, Berserk, Icy Manipulator, Gauntlet of Might, Royal Assassin, Serra Angel, Sengir Vampire and Wrath of God. All Dual Lands are still fairly popular too.

Collector's Edition

The Dark: We never sold out of our first shipment and sales have been steady for about 3 months. Demand is expected to peak as availability dwindles near the end of November. Alberta prices range from \$3.00 to \$5.00 for Blood Moon, Fallen Angel, Maze of Ith, War Barge and Merfolk Assassin. Skull of Orm (SP), Mind Bomb, all Land cards, Tracker and Worms of the Earth are much sought after.

Legends

Singles are getting harder to find and packs are going for about \$20 per pack in the Province, whenever they can be found. Elder Dragons and pretty much all other Rare cards top the list as people scramble to fill out sets.

Ravenloft

The first expansion for Spellfire has given us some sales, but not quite the spark we had hoped for with sales of the first edition starters and boosters overall. The players have been disappointed with only black and white cards. Ravenloft has a tremendous amount of play value to offer to Spellfire; these cards have more kick than any expansion I have seen to date and were a delight to add to my favorite deck and begin playing with immediately. Strahd is in high demand from Ravenloft, as well as Ghost Ship. No singles market yet.

Jyhad

The much awaited release of White Wolf's External Struggle Player's Guide helped to spur sales a little and sales have been about the level of Spellfire. The guide makes for very good reading and makes players feel like they are truly entering a whole new world with a strong mythical background full of mystery, suspense, romance and bloody rivalry. This adds a terrific dimension to playing Jyhad that no other game on the market has to date. Those who have really made the effort to learn the game are for the most part overwhelmed by the game's diversity and cannot get enough of it. Bring on the expansion! Sales are a little stronger than Spellfire. Blood Dolls and Smiling Jack, Game of Macklav (SP) are in high demand. Singles are selling at a constant base price, around 50 cents.

Galactic Empire

Holy allocations! We only received 25% of our initial orders through distributors. The game plays more like Magic than any other game to date in terms of its mechanics, but fails to deliver any "magic" of its own. Two player games tend to be very mundane and drag on. The game really takes off when you get 4 or more players involved with more ships in play. I saw 12 starter packs opened by customers and the contents were close to identical in all of them, which was very disappointing. The boosters were a little better in this regard, but not much and players are complaining about the excessive duplication in packs. Some card text is hard to read — the Hazard cards for instance — and the designer's could have made a better choice for the text backgrounds. Someone forgot to number the pages in the rulebook, which is very frustrating! The game has a great deal of potential if it can make it through a few expansions.

On The Edge

I've barely cleared some shelf space for this new arrival as this goes to press. The cards themselves look

very good, although some are hard to read. The few who have bought it have expressed very favorable reviews. The rules published in Scrye #3 will be a big help when it comes to hashing out those first few games.

BRITISH COLUMBIA

Galaxy

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Alex Klenman

HELLO from Saltspring Island, in B.C.'s beautiful Gulf Islands.

The Dark

Initially, most people around here were somewhat disappointed with this set. First of all, for those of us collecting sets, it was way too easy to complete. After you got your Leviathan and City of Shadows, the rest was relatively simple to nail down. Only a few cards have found their way into playing decks: Skull of Orm, Maze of Ith, Fountain of Youth, Preacher, Exorcist, Witch Hunter, Amnesia, Fissure, Venom and to a lesser extent, Ball Lightning, Runesword, Gaea's Tough, Scarecrow, Living Armor and Hidden Path.

However, after a few days, some interesting combos emerged and the popularity of the set increased. Merfolk Assassin-War Barge is entertaining and Festival with a Siren's Call and Nettling Imp can dispose of your opponent's creatures in a nasty way. The inclusion of six Goblin cards temporarily pushed the price of the Goblin King up, as, like elsewhere around the continent, players set out to build the perfect Goblin deck.

When it comes to expansion sets, try to resist adhering to the 'print to order' philosophy. You're not McDonald's and you're not manufacturing hamburgers, you are making collectible cards. You will kill the collectibility of the black bordered sets if the print run gets excessive. The sports card makers learned their lesson the hard way. Don't make the same mistakes they did. The wave you are riding will have a much longer life if you ride it properly. The Dark was as large as it should get, and somehow I don't believe that Fallen Empires

will be any smaller. As a retailer, I found it somewhat difficult to promote The Dark as a 'Limited Edition' set. Fallen Empires will be an even tougher task. Take the collector's dollar seriously. If you continue to provide them with something truly collectible, they will remain loyal. If you only intend to be around for a few years, go for it. Pump them off the presses until you are blue in the face. However, if WoC has any long term plans, better take the time to evaluate the collectible angle of your expansion products. How collectible is something when there are several hundred thousand of them? Several million? Several hundred million? The answer is... not very.

Promoting expansions as Limited Edition sets, while printing several hundred million cards, is a lot like the boy who cried wolf. Eventually, nobody will buy the line anymore. And more importantly, nobody will buy the cards anymore.

One more thing... there have been some people out there suggesting that you reprint entire expansion sets. This is the most ludicrous idea I've heard yet. If you are even contemplating the idea... don't. We can live with a few cards making their way into revised, even a partial offering (limited, of course, and white bordered... is this the 'Expansion Sampler' we've been hearing about?) but entire sets? Please don't do it! At least let the people who have early expansions enjoy the fact that they have something special. From all of us at Galaxy, have a Happy Holiday Season!

Sentry Box West Hobbies

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Dave Morgan

WELCOME BACK to sunny Vancouver and the world of Sentry Box West. WOW! Here it is, November 21 already and time for issue #4 of Scrye, the hottest magazine in the universe. So much has happened, it is hard to recount it all.

Magic sales have been astounding, with sales of Delta version cards holding their own as both

Starters and Boosters for beginners. Yes, there are still one or two people out there who have not heard the call of the Great Shivan. Gamers are still enjoying upgrading their collections or Alpha, Beta and Gamma cards. Here at the shop, the most sought after cards (Black Lotus, The Moxes, Gauntlets, Forcefields) have increased in trading value many, many times since the last issue. One trade we all watched in amazement was a whole box of Delta Boosters for "one" Gamma Mox Ruby. WOW! I put all my collections of Alphas and Betas in the bank.

The response to my column in issue 3 of Scrye was overwhelming (many, many thanks to Joanne and Margaret goddesses of publishing!). I was even asked for my autograph! WOW! I can only thank all of my customers worldwide for the massive success at Sentry Box. Yes, we have no complete boxes of Legends (sung to the tune of "Yes, we have no bananas") for sale anymore. Hey everybody, time to preorder the reprints called 'The Best Of'. It will have white bordered Legends, The Dark, Antiquities and Arabians included in the 300 plus card assortment, coming out early next year.

WOW!... has someone out there not heard of the 300 plus Magic card release called ICE AGE — it will be hot, hot, hot in sunny Vancouver. Black borders, new Mana (a rumor). Most people who collect will want 2 boxes, as with Legends.

Can you believe the maze of Ith card from The Dark! WOW... awesome to collect and use on those pesky Serra Angels. My collection of Lords of the Pit (called pit guys here at the Box) is now up to 58! I named my first three, Larry, Moe and Curly. Help... I've almost run out of names. Send in a suggestion for what to name #58 and if we like it I will send you a free copy of Scrye #5 and publish your entry in the next issue.

WOW... that hand of justice card from Fallen Empires! Off Magic for a moment (really, just for a moment). Some new games, other than Spellfire, the dud, have come out since the last issue of Scrye and I thought I would share with you, my loyal readers. Super

Deck (rated on the sunny Vancouver scale of 1-10, a resounding -3). Yuk! Did anyone buy any of this game? Not at the Box, that's for sure. We used the one box of decks, we got shipped, as landfill under the new 24-story Sentry Box 'Urzas Tower' in downtown Vancouver. On the Edge (rated 6), we got in some Starters and Boosters... not bad, just overshadowed by the hot ones. Galactic Empires (rated 5.9) — good game, a gamers game, cheesy art on some of the crew cards — the Beta version will have improved art (coming in December). We only have a few Boosters of the Alphas left. Jyhad (8.8) WOW — everyone either loves it or hates it. An awesome game, if somewhat drawn out. Good darker art, lots of cards to collect.

OK, I've saved the best to last! Does Warp Factor Nine give you a hint? Star Trek: The Next Generation... WOW! What a winner, (rated high, high, high!). From what I understand from some of my overseas customers (hello Russel, in England) it is impossible to find locally, but I still have a few boxes left (but that will not last long). I give the Sentry Box Admirals approval on the game. The black bordered cards are of the highest Carta Mundi quality. The resolution of the pictures from the TV series is outstanding. The space art on the Mission cards is stunning. The first deck I put together last night at 1:30 a.m. (I don't sleep!) is full of Romulans. Tonight they fight my friends Klingon at Wolf 359! Stay tuned. The game is different to play than Magic, the point being to succeed at different Missions to amass a point total faster than your opponent. We will be trying team play, as well. Get it while you can! Phone me 11a.m. to 5:20 p.m. Pacific time for orders, news, or just to talk cards!

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MAGIC IS STILL by far the most popular of all the Card

Games. The reason I like Magic so much is that it is bringing the whole family back into gaming. You see Mom and Dad coming in with their decks asking for help, since their child is trouncing them on a daily basis. As a result of Magic bringing them into gaming stores, many people are starting to play AD&D and other roleplaying games.

Fallen Empires will be out around the middle of November. Since the quantity being printed is four times that of The Dark, it should not run out for quite some time. Nor should we see what happened to Legends, where many retailers wouldn't even sell at Suggested Retail Price. The only problem with Fallen Empires is that it is coming out with six or more shipments, with the first shipment supposedly being less than 12% of what retailers have ordered totally. All of my first shipment of Fallen Empires is going to fill pre-orders and this is probably going to be the case with most retailers. December's shipment should sell out quickly too. I think we will start seeing an excess with January's shipments.

Most talked about is the shortage of Revised Magic Cards. Both Starter Decks and Booster Packs, but especially the Booster Packs. I called WotC to hear the official word on the situation and they said that because of the demand there just aren't enough cards for the Christmas Season. Reportedly the cards are being seen everywhere, including Marshall's (a clothing store, etc.) so it would appear that almost everyone is carrying Magic. Still with some of the distributors selling boxes of Boosters at a wholesale price of over \$70, there will be quite a mark-up on Booster Packs and Starter Decks, exceeding Suggested Retail Price at some stores.

Since there are no Starters or Boosters currently being printed, there are rumors that WotC will take this time to create a new version of the Revised cards, which some people are calling "re-Revised". According to Kathy Ice from WotC, this is not the case. Also, WotC has put out an announcement on the Internet, dated October 24th, that the Revised cards will remain the same for months and months. Still, rumors persist about which cards

will be taken out or changed.

The most talked about set is the 'Sampler '94' announced by Tom Wylie on the Internet. Apparently, cards from Arabian Nights, Antiquities, Legends, The Dark, and perhaps other expansions will be in this set. He was saying that it might be out for Spring, but we retailers have not yet been solicited for it or even received any official word from any of the distributors. WotC is pulling for the players, not the collectors or speculators. To them a card is only worth 15 or 20 cents. In this Sampler '94, they may print the big money cards again, so don't bet your bottom dollar that your collection is worth a mint.

Remember, you don't really have to spend big time money and buy the "big" cards to make Magic work. To prove this, Kai Houston put together several decks, primarily consisting of Commons with 8 Uncommons in them, for me. My friends and I have been playing with these decks and often winning in 6 to 8 turns. It's the frequency the cards show up and the combination that makes the killer decks. Remember, always try to keep your decks to 60 cards, no more.

New Magic related products coming soon include: boxes to hold your Magic cards that have art by various Magic artists on the outside, big limited edition posters (one for Magic and one for Jyhad), Magic: The Gathering gift boxes (in time for Christmas), more lithographs, an anthology and a Trilogy by Harper Prism (both with card offers). I'm sure we will see more and more Magic items coming out in the next few months.

The hottest cards for the past month or so — Out of Print: Black Lotus, Gauntlet of Might, Forcefield, Lich. Revised: Forks, Serra Angels, Royal Assassin, Shivan Dragon and Vesuvan Doppelganger.

Legends: What can I say... it is definitely the most popular and demanded expansion. Hottest cards are The Wretched, Carrion Ants, Underworld Dreams, Killer Bees, Mirror Universe, Serpent Generator, Masters of the Hunt, Dakkon Blackblade and Spirit Links.

The Dark: Preacher and Ball Lightning.

We never really had a demand

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for Alpha/Beta cards or any Unlimited, which is still in Revised. The hottest combinations: Lich and Mirror Universe, Gravity Sphere and Moat, Lord of the Pit and Spirit Link.

Star Trek Limited arrived today. It is literally flying off the shelves faster than Jyhad ever did. The cards look good and are reported to be very playable. I keep hearing though that you really can't play well with just a starter. You need additional cards, either from additional Starter Decks or from Booster Packs. My understanding is that this will be the only Limited (black border) shipment. December's Unlimited (white border) shipment is almost sold out, through most distributors, so they are even selling January's allotment already. This really does make it seem the second most wanted game after Magic. People are really excited about this game and with the release of the movie, it is going to be the hit of Christmas.

On The Edge is doing quite well and Super Deck! is holding its own. Spellfire is dying here. I am hoping with the Dragonlance Boosters that it will pick up, but even the Ravenloft Boosters didn't help it much.

The Arena cards have started showing up this week. I have seen people trading Royal Assassins and Shivan's for these cards which you can get free with the purchase of a book for \$4.99. Buy the book and get the cards yourself. They are decent cards and they are cards you can't get in regular Magic. Harper Prism is going to come out with other books with card offers in them, so watch for them at your favorite Magic store.

Another anxiously awaited card game is called Wyvern, slated for a December release. It is a game about Dragons but those who have seen some of the previewed artwork have raved about it. I have seen the artwork by Fax so it was in black and white and I have to say, it really does look that good. Put your orders in early for

this one.

COLORADO

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Jonathan Greschler

GREETINGS from Colorado and Infinity. My wife gave birth to a wonderful baby boy on September 29th and although we could not be any happier, we could use a little more sleep. Timing is everything. Speaking of which, I know that I am not alone when I request card game manufacturers to try to inject some reality into projected release dates. A new release being a week or two late is bad, but more often it has been a month or two late. There have been delays with most, if not all releases for every game system. Here is my suggestion: Announce a tentative release date first, a set release date when the cards ship from Belgium and a final release date after the cards clear U.S. Customs. If the cards arrive early, everyone will be overjoyed. If there is a delay, due to circumstances beyond the manufacturer's control, let everyone know the new tentative release date as soon as possible.

For new Magic: The Gathering Players: Explaining the Icy Manipulator and Mana Short

Of all the cards around, these two seem to bring about the most confusion. While judging Infinity's last Magic: The Gathering tournament, I witnessed how even experienced players do not entirely understand these two cards.

It is the beginning of my opponents round: my opponent has one piece of white Mana. I use my Icy manipulator to tap it. Does my opponent have any white Mana for that turn? Actually, tapping Mana is an interrupt. Activating an artifact, like the Icy Manipulator, is a fast effect. Interrupts happen first. My opponent may use that piece of

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white Mana, in effect, tapping it for Mana as an interrupt before my Icy Manipulator taps it. This does not mean that I have not used my Icy Manipulator on that target. It means that my fast effect happened second and had no effect, since the Mana was already tapped. However, if my opponent does not use the Mana immediately, as an interrupt, I may tap it with my Icy Manipulator and my opponent will not be able to use it later in the turn. For example, to power Holy Armor: If my opponent does not use the Mana, my opponent will take Mana burn because the Icy Manipulator does not generate effects.

While the Icy Manipulator does not generate effects, my opponent can still use fast effects or interrupts that are generated by tapping. The second fast effect happens first. If I use my Icy Manipulator to tap my opponent's Prodigal Sorcerer, my opponent can tap it first to do one point of damage to me. The second fast effect, my opponent's tapping this prodigal sorcerer to do damage happens first. My effect still happens, but it has no effect. If my opponent does declare and use the Prodigal Sorcerer's fast effect immediately, then my opponent has not used a second fast effect. My Icy Manipulator has tapped my opponent's Prodigal Sorcerer and since no effects are generated there is no one point of damage to any target.

After my opponent's untap phase, I have the opportunity to use my Icy Manipulator to tap an artifact or creature rendering them unable to attack or be used this round. This will disrupt continuous artifacts, like the black vise. I cannot tap enchantments with an Icy Manipulator, but I can tap creatures with enchantments placed upon them. The enchantment is still active, but the creature cannot attack.

What if I tap an artifact or a creature fast effect with a casting cost? The casting cost must still be paid if the artifact or fast effect is to be used. If the Mana is available, the Mana is tapped at the speed of an interrupt enabling my opponent

to pay the necessary casting cost.

It is the beginning of my opponent's turn, I wait until my opponent untaps and play a Mana short, what can my opponent do? Quite a bit, actually. A Mana short is a fast effect. The second fast effect happens first.

Tapping Mana is an interrupt which happens before any fast effects. The Mana tapping happens first. The Mana short happens next as the first fast effect. My opponent has Mana to use, but only for fast effects. If my opponent plays a counterspell, or a similar card, the Mana short is countered and never took place. My opponent may also power creature fast effects, enchantment fast effects, like powering a Fire Breathing or artifact fast effects. My opponent may not cast enchantments, summonings or sorceries with their Mana. These are not fast effects. If my opponent does not use the Mana for fast effects or interrupts, the Mana is tapped and lost for that turn.

Mana short is not a counterspell. You cannot use a Mana short to stop an enchantment, summoning or sorcery once the Mana has been tapped. Tapping the necessary Mana empowers the spell and it is too late to say there is no power for the spell.

Thanks to Kyle and Jeff at WorC for making sure that I got all of the above correct and for the use of the word torture in this column.

Magic: The Gathering vs Milk Caps?

I read in the Boulder, Colorado, daily newspaper that Magic has fallen out of favor with youngsters and that milk caps are the newest craze. These people are incredibly out of touch. Magic: The Gathering is worldwide and growing. Sales of milk caps are up in my store, but Magic has not slowed down. For every person who is selling their Magic card collection, there are two new players discovering the game.

Magic: The Hottest Cards

These are the three most expensive

and hard to get cards in each edition. In Arabian Nights, Guardian Beast, Ali from Cairo and Singing Tree. Diamond Valley has shown the most appreciation. In Legends: Dakkon Blackblade, Sol'kanar the Swamp King and Mirror Universe. The Wretched has shown the most appreciation. In Antiquities: Argivian Archaeologist, Colossus of Sardia and Gaea's Avenger. Circle of protection Artifact has shown the most appreciation. In Unlimited: Black Lotus, Mox anything and Time Walk. The Two Headed Giant has shown the most appreciation. In Revised: Shivan Dragon, Vesuvan Doppelganger and the Royal Assassin. The Royal Assassin has shown the most appreciation. In Alpha: Black Lotus, Time Walk and the Gauntlet of Might, with the Black Lotus showing the most appreciation.

Star Trek: The Next Generation

This card game is realizing its potential rapidly. It sells well and plays well. Star Trek is not a Magic clone and the rules are very different. Although combat is a part of the game, it is not the major emphasis of the game. Solving missions and overcoming obstacles using some of your favorite Star Trek ships, personnel and equipment are central to this game. I really have enjoyed playing the game and look forward to the later expansions. The Limited Edition is also highly collectible. I expect prices to rise rapidly once the word gets out that this game exists.

Yesterday, I went back to the section in our store where our gaming table is and everyone was playing Star Trek: The Next Generation. This is high praise from some very particular game players.

Spellfire: Read This Section!

Unfortunately, at this time, there is no market for Spellfire singles. Everyone wants to sell and no one is buying. I have spoken to TSR about Spellfire. I have an idea to revitalize the game. If you agree with me, or have another idea, write to the TSR Customer Services and Marketing Director at P.O. Box 756, Lake Geneva, WI 53147. He is very open to suggestions and feedback, but he needs letters to show to the rest of

the decision makers at TSR. It is time for a new edition of Spellfire, with about 100 fewer cards, which do the same thing, and make the older cards more collectible and the new edition a lot more playable. The new artwork would make the new edition collectible as well. It is too late to do anything about the card thickness, as this would make the editions non-compatible. However, if the rumors are true, hopefully TSR's next card game will be on thicker card stock. Don't give up on Spellfire. It is a good card game, with great potential. Someone goofed a little, in their hurry to get it out quickly. I am holding my breath and hoping the large corporate sheets can turn to everyone's benefit. Please write to TSR or nothing will happen and the game will eventually be scrapped. Until then, I have quite a bit of Spellfire stock and few buyers.

Jyhad

This is not a game for six-year olds. The strategy level is high and it is a great multi-player game for long nights of fun. It is not Magic: The Gathering. It is on a different level of play. The games are much longer and play better with four or more people. Jyhad is great when you have the time for it. Don't sell all of your Jyhad cards to buy Magic cards or Magic cards to buy Jyhad. Infinity has begun selling Jyhad singles. I expect a slow, but steady increase in price for uncommon cards and high and dramatic increases on those few cards that are tougher than nails to get.

Guardians Of The Galaxy

Someone needs to tell this company about display boxes. The posters are nice, but people wonder about the quality of this game because of how it was packed. My customers who have risked it, tell me it is a good solid game, but I have not tried it yet. It is selling slowly and I doubt that Infinity will carry singles until the next release, with the rumored new artwork.

On The Edge

This game is developing its own following. The premise alone is exciting some interest. Espionage and science fiction make for strange bedfellows and strange is definitely the feel of this game. I am hoping

that demand increases enough to allow the sale of singles in the near future. There is no other card game anticipated that has quite the same genre. Give this one a try for something totally different.

Until next time, Festival and then Sirens call.

DELAWARE

The Days of Knights

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GREETINGS AND FELICITATIONS to those who have called over the past few weeks. I have sold cards to Canada, France, Japan and Australia, as well as all over the United States. Special thanks to those who have called to discuss the comments and strategies mentioned in my articles.

Card Comments

While out-of-print and Arabians still lead the way, the greatest gains have been made by Legends. Legends singles had been lagging in demand until about mid-October, when things began turning around rapidly. My advice on Legends is simple, BUY NOW! Prices may seem a bit too high to you, but don't be fooled. Currently only the Elder Dragons, Carrion Ants and Mirror Universe consistently top \$20. However, two dozen other cards will likely join that list before Christmas.

Hey... weren't there many more Legends printed than Arabians? Yes, but since there are nearly four times as many cards in the Legends set, the disparity is not as great as perceived. Furthermore, the print run for Rare Legends was smaller than the print run for U2 (the rarest) Arabians. Since many of these Arabian cards now go for \$25 to \$45, you can expect the Rare Legends to follow suit.

Card Strategies

Unfortunately, there is not much new to report on the tournament front. The Quick White Weenie deck and the Creatureless/Direct Damage decks mentioned in Scrye #3, are still capturing most of the prizes. Variations abound and two deserve special mention. The Quicker Big Black Booger deck uses

Bad Moon, Vampire Bats, Bog Rats, Will-O-Wisp, Black Knights and gets its added quickness from Dark Rituals, while Paralyzes slow your opponent.

It plays a little differently from its white counterpart, but for players using black decks it's a "GOD-SEND."

However, the most intriguing new deck is called "Killing you softly with her song." The deck revolves around Titania's Song, naturally enough, and features lots of artifacts that debilitate your opponent. Cards such as Weakstone, Winter Orb, Relic Barrier, Urza's Chalice, Black Vise, Icy Manipulator, Ashnod's Transmogrator and just to be ornery, Hyperion Blacksmith and Tabernacle at Pendrell Vale. The benefits are many and varied and are bound to give many of your opponent fits. The finishing touch is that once you have all of these artifacts in place, you simply tap Titania's Song and swamp your opponent with your creatures. Cute Eh!

Thanks to Jason Cale for the Titania's Song strategy, Mike Beall for the Triskelion strategy described in Scribe #2 and Doug Roberts for the following Hall of Fame Common, Holy Light! All non-white creatures are 1/1 until end of turn. Goodbye Prodigal Sorcerer, Goodbye Mr. Royal Assassin, Goodbye to all those annoying little critters. Way Cool!

FLORIDA

Coliseum of Comics

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Paul H. Lewis II

HELLO from the Sunshine State! I hope everyone had a good Halloween. It has been a very busy month here; between Star Trek: TNG, Fallen Empires, a rather large Magic collection we picked up and a Magic tournament we ran, I almost didn't get a chance to write my monthly report.

Let's start off with the newest rage: Star Trek: TNG from Decipher. This is by far the best and most competitive card game since M:TG and it is not just for Trekkers! Decipher did a really great job on this one and the delay that they had was well worth the final

result. The play is easier and cleaner than Jyhad and the artwork is much better than that other space game, uh... Galactic something or other! I have played several times already and have seen some really neat combos already being developed. The best one coming from Paul V. who beat the tar out of me in about 8 turns!

The one drawback so far is the limited amount of product available on the market. The next wave to hit will be the unlimited edition due out in January. I think that this game will go far and gain a strong M:TG-like following.

Since I was late in writing this, I have had a chance to see the newest M:TG expansion set, Fallen Empires. It is really good and WotC has also added a new twist to their latest set. You see, it is a 187 card set, but it only has 102 different cards. All the Common cards have 3 or 4 different pictures for the same card. It goes like this: 7 Common cards per color, with 3 of them having 4 different pictures and 4 of them having 3 different pictures for each card. The rest of the set is made up of 9 Rare/Uncommons per color, eleven different Lands and eleven different Artifacts. I have seen 2 boxes opened with 1 box being 3 cards shy of a set and the other one producing a complete set. Overall, WotC did an excellent job on this set and it should do well with players and collectors alike. I can also see some pretty nasty combos popping up and some of these cards will involve a little more in the thinking department.

What's 2 feet by 2 feet and contains 5000+ Magic cards? That's right, it was the large collection of Magic cards that we bought. I'm still having dreams that I am pricing cards and eating cold pizza at 2 in the morning. Some of the highlights were a complete set of Legends, plus lots of extra Rares/Uncommons, 7 Moxes, 2 Forcefields, a Gauntlet of Might, 2 Natural Selections, an Alpha Blaze of Glory and Ancestral Recall, a Beta Word of Command, a Lich, Icy Manipulator, 2 Guardian Beast, an Antiquities set and scads of other fun things, which I won't mention. The majority of it went out the door in about a day and a half. The Guardian Beasts ran out the door

within 10 minutes of being unpacked, at \$25.00 each. Moxes sold quickly at \$25.00 and the Forcefields disappeared soon after at \$30.00 each. The rest of it, if it isn't gone already, soon will be. The speed at which these cards left the shop shows that the demand for cards is continuing to grow at a steady pace.

The M:TG tournament went very well and I would like to thank everyone who showed up. Congratulations to Jeff Lapsley who, with a come from behind win, picked himself up a box of Fallen Empires. We will be holding another Tournament in about 6 weeks and we also play every Monday, Tuesday and Friday in our stores, so if you are ever in the area grab your deck and stop on in for a game. As always, if you have any questions or card requirements, give me a call and I will do my best to help you. Well, I am off to build a better deck, since I was abused last time out. So... until next time, see Yah!

IDAHO

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FIRST OFF, IS STAR TREK by Decipher. Since I just got it in yesterday I haven't had an opportunity to play it but it looks like a very enjoyable game. The pictures are crystal clear and are very nice which certainly adds a lot to the game. The cards have been printed in an easy to read format and all the symbols and important features are very easy to read, especially from the other side of the table. Since I sold out before it even arrived in the store, all I can say is that this will probably be a hit.

Sunday finds me at a CreationCon, which runs nothing but Star Trek so I think that will be the true test of its appeal to fans. There is, however, one huge problem. Remember Legends and the uncommon problem... yes, Carta Mundi (Flemish for Oops!) has once again messed up and slapped

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1/2 the boxes with 55 of the uncommons and the other 1/2 with the other 66 cards. At least every box I opened had the exact same uncommons (the 55) and I managed to get a set by opening a whole bunch of starter decks (groan!). The set contains 363 cards, 121 Common, 121 Uncommon and 121 Rare. With all the cards being printed just once, it is fairly easy to get a set (unless you have rotten luck like myself). Hopefully Decipher will take care of their problem and set up some kind of exchange program.

ON THE EDGE by Atlas, has left me somewhere between scratching my head and yawning a lot. The rules aren't very clear as to what can 'crank' when and so on and so forth. Unless there is some portion of the rules that we missed during some trial plays, a deck of nothing but 1 cost people with 1 influence and some resources will win you the game. (Of course, like I said I might be missing some key point in the rules but there seems to be a consensus on the cranking thing not being clearly defined). The art is, well, junk. It certainly doesn't appeal to me like M:TG or Jyhad or even Star Trek which are just photos. Even Spellfire had better art than this game.

NUCLEAR WAR, has come out with booster packs. For those who don't know what Nuke War is, it's been out for a long, long time in three boxes (Nuclear War, Nuclear Escalation and Nuclear proliferation). It's a great game to sit down with a bunch of people and play. The expansion cards add a lot of really fun art and some neat new tricks to the game. It's really inexpensive for the game (\$20/set) and hours of death and mayhem. Try it, you'll like it!

FALLEN EMPIRES. It arrives in our store in about a week and I am anxiously awaiting its arrival! With 102 cards (187 with variations) it should be a nice addition to the game. The art shown in the Wargames West ads and a few others is nothing short of fantastic,

especially Melissa Benson's work. (One of my favorites). However, there are a few concerns that I have since WotC, in its infinite wisdom, has decided to print such a vast run of cards. Is it an attempt to stop the price gouging or to satisfy the market? After all, basing orders on what the retail market calls for can be risky, especially with Magic being such a hot item right now. Since this comes out around the time of the 2nd (of 6) shipments, I'll have a much better feel by then for where it is going. I would have felt much better if this was a smaller run of around 150 million cards and left it at that. At least then more game shops than other places would get the cards. Even a computer store locally is getting them in. Is it truly fair to the people who made WotC the giant it is today, namely the gaming shops? We'll see....

PRICE GOUGING. This is the one topic that causes me to constantly be shocked with the ever higher prices that cards, packs and boxes are commanding. Arabians for \$40 a pack????!! First of all, I find that utterly outrageous and secondly, it is just a place ripping off the customers. Even at \$17 a pack (the local going rate last I heard), can you truly justify that much money for possibly only \$10 worth of cards? A set is available for around \$300. A box usually got you a set plus extra so at \$1500 a box, even with selling the extras off, you still are in the hole about \$600 above the set price. Not the most judicious purchase I would say. The Dark is sold out but even within the short span of time since the second shipment, I have heard boxes going for \$200 already. I also have heard of places that are selling Fallen Empires for more than list. Singles are another problem.

I try to keep my prices low enough so that they move and thus I am out of the best cards all the time. Places claiming to have all kinds of cards and the best ones all the time are doing one of two things - (1) Buying cards all the time to resell and keep up stock

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(which is certainly true of several single card dealers) or (2) are charging so much that no one buys them. Also, individuals selling cards for high prices just kill it for the real dealers. If someone is going to do that, they should go through the proper channels to establish a business in the first place, not just rip off people who don't know any better.

JYHAD — yes, I said I'd talk about Jyhad and here it is. WotC waited far too long in getting out that next bunch and interest in the game has dropped significantly. It is just starting to pick back up but many people are into other games now. It is still the game of choice for me but I haven't had much time to play it lately. I'll have to wait until next issue to give more strategy as I've played one game since the *Fallen Empires* and *Star Trek* sales got hot and heavy.

WYVERN — This is a game to watch for. Look for the preview in this issue. The art is supposedly some of the best in the card game market and as a whole should be one of those games that sneaks up on you and is gone before you know it.

DOOMTROOPER — For those wanting strictly a combat game this is it. The art looks very good and it should play as a fast combat game. If you like the shoot 'em up style of games, try this one! Also, it will be available in foreign languages so if you'd like to get some of those, contact Heartbreaker.

REVISED — Well, rumors are rampant about what will happen with the Revised since the boosters have run out (should be a major shortage except for starter decks and the Christmas decks). I despise selling above list for packs but a word of advice may be to buy a box of Revised boosters if you can find them and put them away for some good trading later, granting that they change the set in a major way. Look for the stand alone, *Ice Age* next year too as well as *Middle Earth*, *Netrunner* and *Battletech*.

IN CONCLUSION — Yes, I've finally run out of things to say

about the card games. So... have a Merry Christmas and a Happy New Year!

ILLINOIS

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Tom Klein

HEROES, CAN I HELP YOU? Please hold... Heroes, can I help you? Please hold... Heroes, can I help you? Please hold...

Riker: Hmm-m-m... last month he looked so content using that plastic communicator. Perhaps it is having an electrical malfunction?

Capt. Picard: No, he's just beginning to realize its limitations. I realize that we're viewing the year 1994, but even then there were suitable alternatives.

Riker: He now appears to be connecting an archaic computing device to the telephone.

Captain: Ah yes, he must have received assistance from others stationed nearby. That antiquated machine will sufficiently direct incoming calls. See, he's smiling already.

Riker: But how peculiar. I thought I heard the machine respond:

Starfleet Command. Sorry... you caught me stargazing! The phone has been ringing non-stop and the requests for *Star Trek* have been overwhelming. No wonder I've been tempted to answer, *Starfleet Command*. Initial calls have been fairly divided between players and dealers. Many of whom are also feeling the demand and did not anticipate it! I expect the mid-December release of *Unlimited* to create the same frenzied activity.

I have had the opportunity to play *Star Trek* and find it stimulating, yet easy to play. The format of the game appears to be well-designed and presents openings for future expansions. However, even

though the manufacturer seemed to use a higher quality of card stock, when compared to other game cards, the backs of several cards were scuffed after only one playing!

Meanwhile, *Magic* continues to grow in popularity. Many a *Magic Gift Set*, with two Starter decks and accessories, should find its way under the Christmas tree, generating even more players! The split shipments of *Fallen Empires* will limit its accessibility as a holiday gift. Hopefully, you've preordered or have a good relationship with your local dealer. If not, a letter to Santa might be in order!

I receive over 50 calls a day for single cards alone; all asking for predominantly the same cards. Without a doubt, the demand far outweighs the supply. Calls for *Black Lotus*, the *Moxes*, *All Hallow's Eve*, *Ali from Cairo*, *Fallen Angel* and *Leviathan* are the most frequent. I had recently purchased several boxes of *Alpha Boosters* and was amazed at how well they were received. Sure enough, someone casually opened a pack and discovered a *Black Lotus*... he wasn't calm for long!

Sword & Crown

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Brent Halfwassen
Joel Halfwassen

TWO NEW CARD GAMES made it on to the market this last month. *Altas Games' On the Edge* and *Decipher's Star Trek: The Next Generation*. Both products were received differently. The new concept for a card game, the different artwork, and the promotion run in *Scrye #3* gave initial attraction to *On the Edge*. After playing the game for a little bit though, the interest in the game leaves quickly. There was some freshness in having rows of characters. It sort of reminded me of *Spellfire's* realm playing system or *Three W's Modern Navel Battles* system. The way in which you win the game — by getting *Influence* — does not involve attacking the other player, it is self contained within the game itself. Other than those two points the game was very standard and the *On the Edge* card abilities are reminiscent of those abilities of *Magic*

cards. This game still has some potential but the similarities to an already popular game have so far kept it from being popular.

The second of the two games is *Decipher's Star Trek: The Next Generation*. This game came on the market with a huge advantage over most other new card games — the name itself already had a huge following around the country and especially with gamers. The layout of the cards was awesome though. The pictures are frames right out of the television show and they are sharp in all instances. Further, the game does not involve direct confrontation as the way to achieve victory but rather completing missions and solving dilemmas and scoring points by doing so. There is special interest in collecting the characters that appeared on the show. This game has all of the components to generate lots of interest, enjoyment, and revenue. So far we have sold out of *Star Trek* almost immediately. In short, the layout is awesome, the pictures rock, the game is fun, and it has a huge following. It will be a product that will have staying power and will make it well into the future.

Believe it or not, *Spellfire* is really starting to pick up. People are looking for something to do and they have gotten over the shortcomings of the game. The secondary market has not generated very much interest at this point, but there are people wanting to play it here and there. The second edition and the *Ravenloft* expansion set have helped this game immensely.

Jyhad has taken a nosedive recently. It may pick up again after the release of *Fallen Empires* but so far it has really dropped off. It has been nearly two weeks since I have seen a *Jyhad* game. It may be a trend, but the movie *Interview with a Vampire* may pique some more interest.

Magic is still very popular. Unfortunately, the slow down in the printing of decks and boosters has taken its toll on the sales of boosters. Simply put, we're out of boosters and the decks are going fast. The shortage, though, has greatly affected the sales of our individual cards. Last month we topped our previous individual card sales figure. Orders for the *Unlimited* out-of-print cards have sky rocketed, knocking the price up significantly. Also, a few of

the big *Arabian Nights* are still hot. *Legends* and *The Dark* are mixed in there and *Antiquities* are settling in last for orders.

Fallen Empires: The artwork for this product looks awesome. We have been selling for January shipments and are nearing the sell-out point. This new hit for *Wizards of the Coast* is a great boon for the industry. If you can still order some (we still have some) you should get in on it. It promises to be one of the best releases in many moons.

So, to recap: *Star Trek: The Next Generation* is hot, *On the Edge* is not. *Spellfire* is picking up, while *Jyhad* has cooled down. *Magic* still rocks while *Fallen Empires* looks excellent.

INDIANA

Premier Comics

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Mark Cooper

ATTENTION: Regional Advisors. We on these several pages, represent not only ourselves, but many other retailers in our respective regions. Being so, we all have common goals. Our own interest, for sure, but more than that, the gaming industry as a whole. It must survive, or we go the way of the dinosaur. Game Companies rely on us to push their products. And we do.

Look how diverse games have become. It's not because *Waldenbooks* or *B. Dalton* carried *Dungeons & Dragons*. It's because of stores like us. We specialize in games and related products, so customers depend on us to carry both the common and the cutting edge. We've all taken a chance on new products just to be able to offer something different for our customers... *Magic: The Gathering* was one such product. Starting with us, it should also end with us. But what's this? The Revised Edition Gift Box sets that we dropped some hard cash on are also being sold at the local *-Mart. Under cost. (As for all you consumers, sure you can save a few bucks now, but you'll be hurting yourself in the long run when we close up shop.) Before I came into retail, I always supported the nearest

stores. I gave them my business to help keep them in business. I'm sure we all know how mass market hurts the comic sales of local comic shops. We couldn't even carry video games because they were selling titles under cost. So, now it's Magic: The Gathering. Who is to blame for this? If mass market stores are buying direct, we have WoTC to thank. Maybe I'm jumping the gun. And maybe WoTC is just trying to expand their reach which, in turn, will increase our starter and booster sales. I don't know. Even so, this is something we have to keep an eye on. Stop the bull before it gets out of the pen.

Congratulations to Dennis Fitzpatrick who won a recent tournament and claimed our Dragonslayer Sword as first prize. Red, Black and Blue, his deck was named "Fork You" and for good reason. The deck consisted of:

- 1 Black Lotus
- 1 Sol Ring
- 1 Copy Artifact
- 2 Steal Artifact
- 3 Manna Short
- 3 Counterspell
- 2 Sleight of Mind
- 1 Timetwister
- 1 Time Walk
- 3 Mahamoti Djinn
- 3 Mana Flare
- 2 Shatter
- 4 Fork
- 2 Disintegrate
- 4 Fireball
- 4 Dragon Whelp
- 4 Shivan Dragon
- 1 Candelabra of Tawnos
- 4 Strip Mine
- 1 Library of Alexandria
- 2 Badlands
- 3 Underground Sea
- 4 Volcanic Island
- 5 Island
- 5 Mountain

The latest cards to hit our shelves are: On The Edge and Star Trek. Most people seem to want only Magic, which is a shame because they are both really good games. The Game Preserve stores in Central Indiana, on the other hand, are selling them quite well. No surprise when you are situated near a major university.

Well, that about sums it up for now. I am going to go back to work on my book, "101 Uses For Spellfire Cards", and you can bet not one of those uses will include

playing.
See you next time.

MICHIGAN

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Linda Corrie

GREETINGS from the corn belt (Peru, IL) and Michigan's upper peninsula (Houghton, home of the fighting MTU Huskies!). WarHorse Hobbies is a young chain of roleplaying hobby stores that has recently discovered the awesome world of CARD GAMES! Here are our opinions on some of the games on the market...

Magic: The Gathering

Believe it or not, there are people out there who don't know about Magic. We see at least one beginner addict, I mean player, every week. It seems to us that Magic started on the coasts and has been working its way inward to the Midwest. Like everyone else, we have problems stocking the Revised series and always seem to under-order the expansion series. We did not discover Magic until long after Antiquities and Arabian Nights were a faded memory and consequently, didn't know how to order enough Legends and The Dark. At the time of writing, Fallen Empires will be out in 15 days, which will be our first fully-stocked expansion set. Our single cards are seeing us through this no-Magic time, our prices are based on the price lists from Scrye. Black and red are the biggest sellers, with white seeing average demand, blue and green being nearly ignored. However, the strongest deck we've seen to date is a blue counterspell deck of doom. One last word on Magic; we are running a Magic League and giving various prizes for first, second and even last place. What's a last place prize? All the Lands we acquired by opening Boosters for our single card binder (about 20 lbs. worth)!

Jyhad

Although sales of Jyhad do not equal Magic sales, we have seen a definite market. Sales in Michigan are about half of Magic's sales, while our Illinois store sees about one third. Most Magic players are unwilling to split their paychecks between two collectible card series, but those who took the plunge, love the complexity of Jyhad. The artwork is also a strong selling point. We expect to see a steady increase in sales in this area.

Spellfire

We have mixed reviews here. Our Illinois store couldn't unload this stuff at a 25% discount, while our Michigan store can't keep it in stock! Most Magic players seem to disdain the simplicity of Spellfire, both its rules and its artwork. Quality of the card stock is also a concern with our customers. In short: this is a poor project.

Other Games

We are anxiously awaiting the arrival of the Star Trek game, at both stores. Trekkers and card players alike are going to want this one! We are also counting on Heartbreaker's Doomtrooper to sell well. Games we aren't thrilled about: On the Edge, SimCity, Super Deck! and Galactic Empires. Games we wish were here: anything based on Middle Earth or FASA's Battletech.

MISSOURI

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David

GREETINGS from the Gateway City! Magic is still the hottest card game on the market, as of this writing, and Fallen Empires will be here next week. I was fortunate to see some of the cards and The Lord of Atlantis will be a sought after card. There are several kinds of Merfolk in this edition, so now the Merfolk Assassin decks will be coming out in force.

We have been swamped with requests for out-of-print cards. I have never seen twenty-two Mox gems leave the store in just two

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weeks. Out-of-print cards are the most sought after for most of the Magic players. I wish I could help all of you.

On The Edge is a pretty good game. If this had come out before Magic...well, just give it a try; you will be pleasantly surprised.

Star Trek is here and I am not disappointed. The cards are of good quality stock and the card layout is excellent. We have been working on a multiplayer version of the game and I want you to try it. For three players, lay out your lines in a triangle. Seven cards to a side, each player controlling the corner on his/her left. Setup is the same, but you can only have seven cards in each space-line (side). For a four-player game, lay out your lines in a square.

Again, each player controls the corner on his/her left. For eight players, an octagon... etc.

The main card you might have trouble with, is the "Where No One Has Gone Before" card. Replace the word "end" with the word "corner". The other cards aren't too hard if you use common sense. If you have a problem with a card, just come to a mutual agreement. By the way, it is a good thing that the Federation can't start an attack, because they are nasty! Speaking of nasty, the Borg Ship card... and by the way, in multiplayer games, the Borg Ship moves around the board and comes out where it entered.

I want to interject here with the comment that there are fifteen card games on the market and more on the way. It is too difficult to mention them all here, so if you have a particular card game that you wish I would review, please let me know and I will talk about it in future issues of Scrye.

Now, let's try BLUE: four Old Man Of The Sea, four Vesuvan Doppelganger, two Clone, two Mahamoti Djinn, three Prodigal Sorcerer, three Control Magic, three Unsummon, three Unstable Mutation, one Copy Artifact, four Counterspell, four Power Sink, four Tawnos's Weaponry, one Pyramids,

four Diamond Valley, one Mox Sapphire, twenty-two Islands.

NORTH DAKOTA

Book Trader

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Ron Karnack, Jr.,

HELLO from the Wastelands!! Things here have been hopping on the trading card game market. Some good, some not so good... but always interesting! It seems that lately we take care of the trading card games, more than we take care of our other RPG lines.

The Dark

What can we say about this collection that hasn't already been said? We got the rest of our Dark order and managed to locate even a little more and they are all gone, except for some singles which we are maintaining in our singles' library. It sure was a fun ride. Now we await the arrival of Fallen Empires, with almost the same baited breath. I have seen some of the artwork from these cards and they look like they will be worth buying. Overall, my customers were pretty pleased with most of The Dark cards; the only exceptions were the Cyclopean Mummy, Dark Heart Of The Wood, Standing Stones, Electric Eel and Deep Water. They either found them useless for playing or they simply did not like the cards.

The Collecting Market

This has been the strangest year to date, for me as a Game Manager, since the card game market burst onto the scene. However, I have only two complaints: 1) that the speculators (not the players) are killing this industry already and at a faster, more accelerated rate than in comics. Being a player for over 15 years, perhaps I have become prejudiced about this type of thing, but then again... who was the game created for? In the last issue of Scrye

FOUR CORNERS

there were several comments concerning customers and prices and that whole fracas, but let me say that I know within my own area that the speculators are alive and well and living off the Magic phenomena. And now, it seems, that they are going to turn their sights toward the Star Trek: TNG Card Game. If the quick buck guys would get their butts out of this market, there would be enough of everything for everybody at a decent price (retailers and players alike).

2) The distribution side of the card game market is getting outrageous. I realize that WoTC and other companies play little games with the distributors, especially when they have a mega-hit, but heck, the retailers (who are already like Pavlov's Dog for this stuff) are being held captive to whatever the distributors want to make us believe. For example, one of my distributors for Magic: Fallen Empires came up with this "special deal" where we would be able to receive all of our cards at the same time and not be apportioned according to some apportioned scheduling shipping dates. Fine and dandy, but first, this is a major cash suck-up which I have no real quarrel with, BUT... it can really root out smaller stores, like ourselves, who cannot afford to raise that much capital at one time to get in on this "deal" to service their good customers! Luckily, we managed but I am concerned about our fellow small stores, as well. Also, this caused a rush at the distributors and we found ourselves running around town as if on some deranged scavenger hunt, just to wire the cash to them to qualify for the deal. I guess what I am trying to make out of all of this is that if you are a player and collector, have fun and treat this as a hobby and just another RPG (which are supposed to be fun) and not a Wall Street brokerage and... if you are a speculator who is card hoarding and price fixing... you must perish in flames and face the peril of the Shivan Dragon... whoops!!! fell off my soapbox...

Other Stuff

Star Trek: TNG Card Game looks like it might be the first to finally match up against the Magic beast. We are still selling Jyhad (only because our remaining order showed up). We still have PLENTY of Spellfire and as far as this game goes, we will be selling out of our stock and not purchasing any further sets. It simply failed us and I think it is failing TSR as well. We have had some interest in Doomtrooper and some of the other WoTC releases, especially RoboRally and the upcoming Cyberdecks. These are gonna be cool! I also managed to gain some interest in the possible Tolkien decks being talked about. The rumors of Ice Age are abound. I have to say that I truly believe that the Magic market will taper off, but not crash. Maybe that's the can of *Raid* that will kill those speculators dead...

NEBRASKA

Spellbound

905 North 16th Street
Lincoln, NE 68508
(402) 376-8602
Cliff "Doc" Christiansen

FIRST AND FOREMOST, I would like to apologize for a couple of errors I have made in my last two reports. It was brought to my attention by, M. Buonagurio, that I have blundered on the All Hallows Eve/Sword of Ages combo in Issue #3. The Sword of Ages removes the creatures from the game, thus the targets are ineligible when playing All Hallows Eve. The second mistake was also made last issue. I stated that the Fallen did their damage after they had been killed, when in fact, this is not the case.

The Arena

The first book in the Magic: The Gathering series (hopefully more to come) has hit the stands and is selling like hotcakes. Many collectors are, as expected, buying two issues for the cards. However, there are

those who bought it for the reading value and as of yet, have not sent in their coupon to redeem their two cards. This says to me that there is a market for Magic novels. The two cards offered in the book, are a great idea for selling, as well as for collectors. The cards came quite rapidly and there was very little wait. The Arena: this land could prove to be very beneficial in almost any deck. This card can act as a Royal Assassin if you have the right creatures out. (Example: Send in a Regenerating Dragon Whelp, against almost any creature, kill it off, via explosion, then regenerate your Whelp.) Sewers of Estark: this black instant can be valuable if you have enough Mana to pay for it and the right creature out. (Example, attack with Murk Dwellers and send them through the sewers for four points of damage instead of two)

Dragons, Dragons Everywhere

If you get the Duelist #3 you will notice a card inserted inside. As I understand it, the card from DragonCon '94 was reprinted in the Duelist to give a wider distribution. The Nalathni Dragon is a very valuable card indeed, as it gives red a banding flying creature. This creature is a scaled down version of a Dragon Whelp that could prove to be a very popular card with collectors and players alike. The art is fantastic and very eye-catching.

Leagues

The craze of late has been the forming of Magic leagues. Most everyone has jumped at the opportunity to join these leagues, even though the standard price to get into one is twenty dollars. It must be the chance to draft those cards that they may not have or could normally not get. The newest league is going to open packs of Antiquities, Legends, The Dark, and Arabian Nights. Naturally, the league has filled up and there is a waiting list for any spots that may open up. Another new idea is a "ten-round-build-up" game that usually lasts a few minutes after the initial start. This type of play becomes quite disgusting in multi-player games.

The way that the "ten-round-build-up" works is: each player starts play as if they were playing a solitaire game and had no one to

fight. They complete ten rounds attacking no one, affecting no one and having all world effect blocked by an invisible wall. This lets players build up a power base and develop their decks.

After the tenth round has been completed the invisible walls collapse and the fun begins. Of course, some decks work better than most in this type of game and experimenting to find the combinations is half the fun.

Combinations

1. Use either the Sandals of Abdallah, Fish Liver Oil, Hack a "land walk" or use the Death (War) Barge to give a creature island walk and kill it with the Merfolk Assassin.
2. Forking a Time Twister or Wheel of Fortune while Underworld Dreams is in play.
3. Use Braingeyser and Amnesia to rid your opponent of a lot of cards.
4. Put a Wanderlust on a Ghazaban Ogre and create a hot potato that no one wants.
5. Steal a creature, then send it to the Safe Haven.

Super Heroes!

Card Sharks Inc. has released their Super Deck! and it has been selling quite well. The game is simple and creative, as the players tell their tales of conquest and defeats in the hopes of beating their opponents. The art is very reminiscent of the four color comics of days gone by. The game is easy to learn and great for kids. I would recommend this game to anyone who is a beginner to a world of collectible card games. The only drawback is that it is only available in starter packs.

John Davis has created a way of playing Super Deck! in a multi-player situation, very reminiscent of Jyhad. Here are his rules: instead of one person fighting a single opponent's heroes and villains, here is the twist. Each player's heroes fight the villains of his opponent to his left and the villains fight the heroes to the right. A player is eliminated from play when both his villains and his heroes are losing by 10 points. Play continues until there are only two players left, then this becomes the standard game of Super Deck! Until next time...

NEVADA

Asgard Hobbies

4180 W. Desert Inn Road
Las Vegas, NV 89102
(702) 368-3389
Karl Anderl

GREETINGS AND SALUTATIONS. I'll begin with the latest events... Fallen Empires sold out in hours. Some of my customers showed me what the cards looked like and I have to say they look great. It seems that as Magic gets older the art gets better. It was a pleasant surprise to see such deep, rich colors on these new cards. The early reviews are mixed. Many people see most of the cards as useless and of no real benefit to their decks. However, just as many people see anything new as tools with which to create new decks. There is one recurring complaint; why are there multiple versions (artwork) on so many cards. I think that all the different art is great and therefore have no complaints. I cannot yet report any demand for particular cards, since most people haven't had the chance to pick much up.

Here at Asgaard our bi-weekly tournaments have been going well. I find it funny that my single cards that sell fastest are used least often in decks. I can only assume that some of these cards are going to sets.

Speaking of single card sales... here's what's Hot and what's Not in my shop:

Hot

Ali from Cairo
Lord of the Pit
Nightmare
All Hallows Eve
Frankensteins Monster
Elder Dragons (any)
Dual Lands (esp. Plateau)
Dakkon Blackblade
Guardian Beast

Not

Lord of the Pit
Nightmare

Revised Boosters

I cannot effectively express my outrage with WoTC without using profanity, but I will try anyway. What has to be the biggest bomb of the year was WoTC's announcement that they were temporarily going to stop shipping Revised Boosters.

I don't mind that WoTC decid-

ed to stop shipping Booster packs, however, I do mind that they did it with no warning right before Christmas.

This angered me for several reasons: First, my old friends the computer net "wholesalers" (aka speculators) have taken this opportunity to drive the price of Boosters up. Secondly, the consumer now has to pay the higher price from those stores who choose to pay the speculators' inflated price. Third, I cannot effectively give my customers the kind of service they are used to.

If WotC really cared about its customers or the retailers who sell their product, they would remedy this whole situation.

I'm sorry that every month it seems that I sit here and complain, but I am just frustrated. I cannot stress enough to all of my customers and all of you who read this, that if people stop paying the high prices, they will come down. You would all be amazed how much power the consumer actually has. Just look at all the airfare wars, for an example. P.S. To the cranky gentleman who yelled at me for not having any Arabians... according to the Magic Handbook, you cannot have your cards in sleeves during a game. Of course your opponent can allow it, if you both agree. And, you can stick your cards to the wall if you wish, however, only your library and graveyard must be on the table.

NEW MEXICO

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Glenn Godard
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WHERE FEW CARDS have gone before! The only thing hotter than, Star Trek: The Next Generation Customizable Card Game, is a warp drive melt down. The card are gorgeous, the game is entertaining if not dazzling. The rule book is the best I've seen yet in the collectible card field. A viable alternative to M:TG seems to have arrived. Much like its original predecessor, ST:TNG is loaded with mistakes, not the least of which is that no one can play a game with just one starter deck. In order to

have enough missions, and outposts each player needs at least a deck and a booster pack. As of this writing it appears very possible that a distribution problem, involving uncommon cards, much like occurred with the M:TG Legends is also afoot. Early picks for hot cards are each of the original ST:TNG crew members, the U.S.S. Enterprise, the Devoras, the Borg, and of course Q. Jean Luc (his life signs are very unstable).

Jyhad premiered in August with a ton of interest, yet today sales of both the unopened boxes/boosters and single cards have slowed considerably. Several problems cropped up from the very beginning. The debut of the game with only eight percent of the starters matched with a very long game mixed with adult themes bodes poorly for the WotC vampire card game. This game needs a serious transfusion if it is to survive. Hey, WotC how about a fix to make this a good, quick two player game, in addition to the multi-player format which works well. Captain, we seem to have hit a time/space continuum.

As big a hit as ST:TNG may become M:TG remains the game of choice. Fallen Empires is probably sold out at your local game vendor as you read this. WotC appears driven, as with Jyhad, to create the most confusing release schedule possible for Fallen Empires. At the moment WotC plans to deliver Fallen Empires in six shipments over four months of time. The shipments range from 11% to 26% of a retailer's or distributors order. All these machinations have been approached by some in the industry with a heavy dose of humor, a joke heard recently was: "How many WotC employees does it take to install a light bulb?... Hmm depends on what percent you want installed."

When it became apparent to WotC that the size of the Fallen Empires orders exceeded what they could print prior to Christmas a much cleaner way to proceed might have been to split orders into two parts straddling the holiday. Of course pre Christmas orders would have needed allocation but post Christmas orders would have been more in line with the leaner times. At the moment it appears that a little more than half of the 300+ million cards will be available prior to

Christmas. As a collectible our customers are approaching this release very carefully. Before Christmas watch for prices to be higher as family and friends pay what is asked to satisfy Christmas lists. If you can stand to wait to buy Fallen Empires until after Christmas prices will probably be much better. The early buzz is that the cards are very sharp which, if true, will overcome the ambitious print run.

Isn't Worf a Legend?

In the cards which are already available Arabian Nights, Legends, and The Dark continue to make the grade with card buyers, with a slight nod to Legends overall. Cards to keep an eye on, besides the obvious choices of Moxes, Lotus, Guardian Beasts, etc., are Nova Pentacle, Carrion Ants, Craw Giants, Moat and All Hollow's Eve from Legends, Ball Lighting, Preacher, and Tracker's from The Dark. Stay away from Revised cards and Antiquities Rares which seem to be dropping. As for fun combos to play with try Spirit Linking your Orcish Artillery. Hit your opponent for two points while gaining two, check it out!

NEW YORK

The Dragon's Den

Poughkeepsie Plaza Mall
Poughkeepsie, NY 12601
(914) 471-1401
Keith Dombrowski

GREETINGS from The Dragon's Den, a place where mages throw spells at each other across the hardwood tabletops, shadowy figures lurk On The Edge and Federation ships do battle with Romulan cruisers overhead. Since I spoke to you last, I have been captured by one of those very ships and held prisoner in a dank and dark cell. However, I have escaped once again and now I shall speak of many things. So, come stroll with me past the other cells as I seek a way off the ship.

Star Trek: The Next Generation Customizable Card Game is here and gone (at least the Limited Edition, black bordered cards) and besides having a name that is entirely too long, it is a good game and is selling like hotcakes. The artwork is mostly still shots, with computer generated FX thrown in, however, it is well done. The card stock and



printing are excellent, being done by Carta Mundi. The rules are well-written and very playable. With 360+ cards in the basic set and a scattering of ultra-rare cards to come as inserts in various places, there is plenty to keep the collectors busy as well. All in all, a good choice if you are looking for something new and definitely our hot pick of the month. Watch for the unlimited, white bordered cards in January '95.

Fallen Empires should be out by the time you read this and by all indications, it's going to be another feeding frenzy, due to the split shipping. The whole split shipments idea has a lot of people around here angry, both dealer and customer alike. Our sincere request is that if you too are upset by it, please call WotC and tell them! The only way they are going to learn is if we tell them! On a positive note, WotC has done their best to get speculators out of the market by requiring a downpayment on all distributor orders of Fallen Empires. This is just the sort of action needed if we are to prevent the speculators from ruining this hobby as they did the sports card market. The set is supposed to be 187 cards, 102 of them different, with the remainder being alternate pictures ala Antiquities. At a tournament recently, held nearby, creatureless decks seemed to be the 'in' thing. Fallen Empires should change this, with its large number of creatures and creature affecting spells. Again, we shall see.

Arabian Nights and Legends still top the single card sales list, followed by The Gathering and The Dark, with Antiquities trailing behind. I mentioned average pack prices in the area last time, not really thinking how long it would be from the time I wrote the words until they were printed. I apologize to all those who called expecting the prices I mentioned. All I'll say this time is that while the packs of The Dark seem to have stabilized, everything else is still going up.

It appears that the rumors of Ice Age are true. According to a

press release from WotC, Ice Age will be out in the Spring of '95. Unconfirmed, at this time, on the Ice Age front is the rumor that it may be the first stand-alone expansion, that is, it will be packaged in both starters and boosters and will be able to be played by itself. No, we are not taking orders for it yet, but we may be by the time you read this... give us a call.

The Convocation list for The Dark is out and the only card on it is Maze of Ith, which made the restricted list, although a number of folks around here think Blood Moon should have been at least restricted, if not banned.

Spellfire: The Dragonance expansion just arrived and it's more of the same re-hashed artwork and flimsy cardstock... great surprises here.

The hot event at The Den is our in-store mini-tournaments. We vary the style from week to week, but one of the most popular is the sealed deck tourney. In this one, players pay a small fee and are provided with a sealed starter deck and a booster pack. The players have 15 minutes to trade amongst themselves (only with the cards from the sealed packs, no outside cards) and then the tourney runs. The games are played for ante and the usual Convocation rules on banned and restricted cards are not used. This gives people who don't have all the super cards a fighting chance at winning.

I must go now. I hear the guards coming after me... so until next time, keep your cards dry and avoid Romulans!

ONTARIO

Silver Snail

367 Queen St. W.
Toronto, Ontario M5V 2A4
(416) 593-0889
Caroline Julian

IT'S GETTING SO YOU NEED a program to keep track of all the new card games hitting the market; of course, Scrye helps. As a retailer it's a great help to get a feel for how things

FOUR CORNERS

are going in other parts of North America. Here in Toronto there is still growing interest in card games.

Magic

Revised decks and starters are still going strong and I'm seeing some evidence of hoarding. There are all sorts of rumors floating around concerning new M:TG releases, and there seems to be a fear that many of the old favorite cards will be discontinued in '95. There is still a strong interest in Arabian and Antiquities cards, with even Commons trading and selling well. Cards like the Colossus, Archaeologist and Ali from Cairo are as sought after as Moxes — and as hard to get. Legends cards are still extremely hot, though many people seem to have given up on trying to collect an entire set. Most people seem to be looking for specific cards to add to their play decks. Black Legends are especially sought after: Underworld Dreams, Fallen Angel, All Hallow's Eve and Hellfire are extremely hot. Certain golds such as Tetsuo Umezawa and Dakkon Blackblade — are virtually impossible to get. The Dark sold extremely well for us; shipments rarely lasted more than a day or two. Interest in Fallen Empires is phenomenal; the feeling around here is that this will be another "Legends" and everyone wants to be sure they get some. Many people are not happy with the split-distribution scheme — especially those who preordered thinking they would be sure to get some. They will get them eventually under this new scheme, of course, but no one wants to have to wait until the new year for their cards.

Jyhad

Now that the Player's Guide is out for Jyhad, interest in the game has shot up. Though few other places seem to be trading or dealing with singles yet, we are seeing steady traffic. Boosters are far more popular than the starters - I've heard a lot of complaints about the difficulty in coming up with a workable deck

from a starter. We make up clan-based theme decks that are extremely popular; it gives someone a chance to play with a workable deck and decide if they like the system with a minimal investment.

On The Edge

OTE seems to have a cult popularity up here — people who like the roleplaying game have dived right into the card game. Others who are not so familiar with the world background find it more difficult to get going as there are so much 'behind the scenes' information. Again, there seems to be a problem with the mix in starter sets. Many of my regulars complain of a lack of resource cards necessary to make a proper deck. Many like the idea that the cards are numbered, but few people seem to be trying to collect the whole set. Interest in singles is as yet minimal.

Super Deck!

This card game came and went with barely a splash, with only a few people picking it up to try it out. Some people liked the simple, bold artwork, but were disappointed with the overall quality of the cards. Most felt that its 'generic' approach to the genre was its downfall.

Star Trek: The Next Generation

What can I say? This is a beautiful game that warms the cockles of this Trekker's heart. Quality is superb, no less than what we've come to expect from Carta Mundi, and the photography/artwork is excellent. For a while it didn't seem that we would be able to get any of the Limited Edition up here in Canada, but fortunately that proved false. On the down side, there seems to be a major sorting problem. I've received numerous complaints that there are not enough outposts or mission cards in a starter to come up with a workable deck. One customer bought in excess of ten boosters (plus starters) and still couldn't come up with a decent deck. This has resulted in a flurry of trading - and few care about rarities;

they just want to get a deck put together. Collectors report having to buy ridiculous amounts of cards to put an entire set together. It is too soon to tell which cards will be the most popular, but many of the true Star Trek fans seem to be trying to get the 'name' cards so they can put together an Enterprise crew. Klingon fans are ecstatic at the strong Klingon presence in the series.

On The Horizon...

Well, only time will tell how gamers and collectors will deal with the growing number of cards and games out there. While there is a great deal of anticipation for both INWO and SimCity, (and of course, for the M:TG expansion sets), some people are getting overwhelmed by the choices and are deciding to stick to one system. I'm noticing a growing trend for people to take advantage of the high demand for M:TG and sell off their cards so they can afford to invest in other card games. But all in all, I think the hobby is still going strong.

WASHINGTON

Northwest Sportscards

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Matt Vaessen

HELLO FROM WASHINGTON. Star Trek has hit like wildfire, but has anybody noticed that the Guinan card pictured in the advertisement does not seem to be present in the set itself. Maybe that card is the Super Ultra Double Deadly Rare card or I just haven't opened enough boxes. I know that the cards I've seen are different than the ones pictured, but I can't even locate a Guinan card. There's even a mission card, which refers to her, to complete the mission. Very interesting... this seems to be a mystery in itself.

On The Edge is selling very well. The game plays great. Cranking, flipping and popping glugs, burgers and other assorted unique characters is interesting, to say the least. So, if you don't understand what I just wrote, check out the weird science happening On The Edge.

Spellfire has some added respect from the new expansion sets. The art from the Ravenloft set is very well done. The pictures are fresh, clean and don't seem cut or cropped from a larger piece of art. Dragonlance is very popular and adds a little more playability. Plus, many people follow the Dragonlance very closely. So hats off to TSR for a very good comeback to a shaky start.

Well, as I write this I am expecting the first shipment of Fallen Empires. I have had the privilege of seeing a few cards. The art on these cards was awesome and

this expansion will take Magic to the next level (hint Merfolk). Trading in the Northwest is still going strong. Legends is still being sought after, along with Arabian Nights. Out-of-prints cards, even the Common ones, are getting really hard to find, even impossible. Some of the Antiquities, like Urza Avenger, Shapeshifter, Tetravus, Yagmoth Demon, etc., sell and trade very well.

Now on to the good stuff... hot tips from Washington. OK take those City of Shadows you have, combine them with cheap creatures (ah Kobolds will do nicely), throw in some Fireballs and Disintegrates, well the rest speaks for itself. Players out here have also been playing with colorless Mana decks, which really throws off those COP players, and they have the choice of calling a "Mana Mulligan" if they don't like the first hand they drew. Quick strike decks have been very popular for one-on-one, but the slow death decks are still preferred in multi-player games.

If you haven't noticed, I try to keep my article free of garbage and try to focus on the good aspects of the Collectible Card Game Market.

Let's face it folks, it has carved a niche in our world and it is here to stay, so buckle up and hang on, because Scrye is leading us into new unexplored areas. As always, I'm calling it like I see it.

Till next time....

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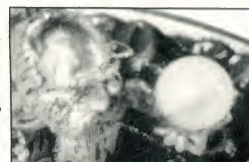
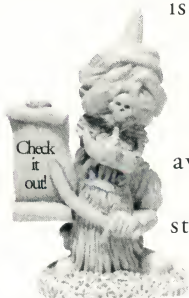


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Thunder Castle Games Presents:

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Created by Mike Sager

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you! You have learned to channel this magical power for your own bidding. Power that will destroy your enemies and defend your precious towers. Most importantly, you have the power to open portals to your enemies....

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Anatomy of a Towers in Time Card

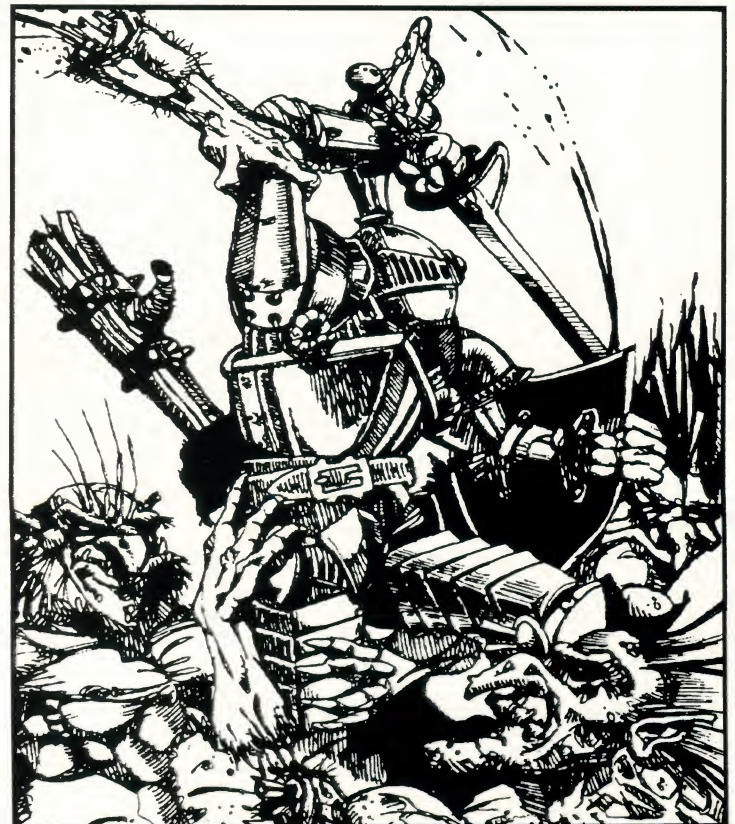
You must first learn to recognize what the cards are.

This is simple. You will notice four glyphs (or symbols) that appear to the right of the name of the card: how much temper the card produces, how much temper the card costs to play and what its attack and defensive values are.

The next set of glyphs you should learn to recognize are the several glyphs that appear just below the name of the card. These glyphs describe what the card represents: (Creature, Object or Spell), what kind of actions it can take and what abilities it has.

If the first glyph is a Creature or Object, then it should be immediately followed by a Status glyph, which will then be followed by abilities and/or actions. Some cards will have several glyphs, whereas some will have only a few. Be sure that you understand what each glyph does. The better you know these glyphs, the less likely your chances of making a foolish mistake.

Towers In Time is a unique game where each edition focuses on a



IN THE BEGINNING... Those who could master travel between dimensions thought of it as a novelty. However, they soon realized that there were worlds to discover, creatures to see and magic to master: power was the ultimate prize. At first, there was plenty to go around; the few Wizards who spent their time in the dimensions, shared the wealth. The artifacts and other magical items were plentiful and easily obtained. The native beings were easy to befriend and eager to help. After awhile, though, there were too many Wizards and not enough space and power to go around. Some found it easier to take from others, than to find it on their own. Wizards began to war with Wizards.

Soon, the only place to hide was in great magical towers that Wizards built between dimensions. It took fantastic power to hold open the dimension and it took even greater power to invade it. Powerful Wizards sought out channels to another's domain, hoping to steal even more power from the weak. Then a great battle would start as both Wizards brought allies across the dimensions to fight for them. Great magic thundered back and forth between domains. Each Wizard sought to bring down the shields that held his enemy's domain in place. If the shields came down, the domain would collapse and all of the channeled power returned to the elements from whence it came. The victorious Wizards could then pillage the spoils of the battle and escape back through the channel.

Imagine that you are one of these powerful Wizards. Your studies have taught you much. You have the knowledge to create and destroy. Around you, you see the channels of power that flow through everything: Earth, Air, Fire and Water. The power of the elements surrounds

different place in time. Every edition is a limited original print run. Cards will be sold in 54 card decks and 8 card packs and once we have printed an edition, there will be no more.

There are Common, Uncommon and Rare cards. Every card is numbered with its edition and card number. There are 54 cards in a deck, plus one promotional card that may allow you to send in and trade for your favorite card. There is also a rare promotional card that, if collected in a set of four, will allow you to receive a free one-year subscription to the Thunder Castle Newsletter and a membership in the Towers in Time league.

There are presently 5 editions under production. They will come out in three to four month intervals. Editions include: *Towers in Time* original edition, set to release on December 1st, 1994. Other editions will include:

Greek edition
Zodiac edition
Amazon edition
Norse edition

Game Overview

Each Wizard (player) begins the game by placing the first five playing cards face up at the top of the playing area, called the Domain. This represents the five magical shields that allow you to travel through time and place. During the game, your opponents will try to defeat your armies and take down your shields.

So, to keep this from happening, each Wizard begins to build powerful (imaginary) towers from elemental sources. Each source can hold one tower and each tower can hold three creatures or objects. As each Wizard plays more elemental sources, he can make more towers for defense or attack. Once a tower is full, it is considered Empowered and gives all creatures inside a +1 Attack and a +1 Defense. Therefore, the first Wizard to build his forces, hold off his opponent and destroy the other Wizard's shields, wins.

As simple as this may sound, destroying an enemy in a few turns is difficult, if not impossible. *Towers in Time* was designed to be a building game. Every card depends on another card and so on. Also, remember that some creatures have ranged attacks and some also have alignment; both add a whole new dimension to play. So, strap yourself in and get ready to take a trip through *Towers in Time*!

Starting the Game

1. Deal your shields. 5 cards across the top of your playing field. These are your shields. If Creatures get through your defenses, they will bring down your shields. When they are all gone, your opponent has collapsed the dimension. Not only do you lose the battle, but you are forced out of the dimension.
2. Draw 14 cards. If you do not have at least one source, you may reshuffle your deck and draw again.
3. Now try to put 8 cards down on the playing field.

You must follow these rules:

You may not place more than 8 sources.

You may not play any spells.

You may not put median creatures in any tower that has no minor creatures. You may put creatures, items and artifacts in limbo.

If you have more than 6 cards that you cannot place on the field, you must discard down to 6.

The first phase is meant to present your starting forces. These are



forces that were in your domain when the battle started.

4. Proceed in the normal sequence of play.

Sequence of Play

You may do free actions at any time. The instructions list all free actions. Free actions will not affect the other side. If an action you take will affect the other player, it is a regular action.

Phases: Note that both players follow this sequence at the same time. There are no separate turns.

1. Beginning Phase: Straighten all sapped and taxed cards.

2. Maintenance Phase: Pay maintenance cost on all sustained spells that require it. Any spells that you do not maintain, remove from play.

3. Draw Phase: Both players draw a card.

4. Initiative Phase: The player that has the highest attack creature goes first. Each creature may take only one action. If he does not wish his creature to take an action, he passes by saying, "Pass".

5. Reaction Phase: Now the other player may take a regular action. If a player does not wish to take an action they pass by saying "Pass".

6. Press Phase(s): This continues back and forth until both players pass or one player passes three times in a row.

7. Discard Phase: Discard down to 6 cards. Go to Phase 1.

Winning the Game

Play continues until one player loses all of his shields. Once all of your opponent's shields are destroyed, he is banished from your domain. But how long will it take for him to regroup and return? You may win the battles, but as long as there are other Wizards out there, you can never be sure that you have won the war!

New Terminology

Domain: This is your playing field and consists of all the towers that you have built, all creatures in the towers and all spells in play.

Empowered: All full towers are empowered. This means that all the creatures in the towers get extra bonuses.

Limbo: This is a world that all of your creatures and objects must go through to get to your Domain.

Schools: Fire, Water, Air, Earth, White, and Black.

Sapping: After a source has produced temper, turn your card sideways (called Sapping a source).

Source: This is a magical location that can channel Temper to any Wizard who has the knowledge to harness it.

Taxing: After a creature, object or spell has taken an action during that turn, turn the card sideways (called Taxing a card).

Temper: This is the energy created by the elements that allow a Wizard to harness the power of Time and Space.

Temper, Live: Temper gained from creatures.

Temper, Non-Living: Temper gained from sources or objects.

Towers: A tower consists of a Source and three spaces for creatures and objects

Transporting: If a Wizard has enough temper (from Sources, Creatures, Objects or Spells) equal to the cost to play, they may transport cards. Only Spells do not have to be transported through Limbo before they can enter the Domain.

Towers In Time, original edition is \$6.95, *Towers In Time*, original edition booster packs are \$1.45.

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SimCity

The Card Game

OVER THE YEARS Sim City, the computer game, has enjoyed tremendous success as a single player game. Now, Mayfair Games, Inc., gives gamers the opportunity to enjoy this favorite with friends and family by transforming it into SimCity-The Card Game, a multi-player collectible card game. Similar to the computer game, players work to build a city from a settlement of log houses into a teeming, concrete metropolis filled with suburbs and industries. Along the way, players can create seaports, universities, national parks and commercial complexes.

There are several ways to play SimCity-TCG. In the multi-player version, as few as two or as many as 20+ players are able to play. All players draw from the same deck and construct a city together. Players start by drawing cards from the standard deck and laying them on the playing surface so that each card is adjacent to another card. This forms the original settlement. Cards are added to progress the settlement to the town phase. Players have the choice of laying similar zoned cards to form groups, such as a group of water (a river or a lake), a group of residential (a neighborhood), a group of industries (an industry park), or a group of schools (a university). These groups are worth bonus bucks. Players compete for bucks, with the first player to earn 250 bucks winning the game.

Gameplay progresses through four phases: settlement, town, city and metropolis. The first phase begins

with mainly undeveloped land and residential zoned cards as playable cards. Each progressing phase makes more zones playable, until the third phase, in which all zones (but not all cards) can be used. The card mix contains 10 distinct zones of cards. Cards are color coded to show what type of zone they represent and which phase they can be played in. In the fourth phase, special SimCity-TCG long cards are playable. The long cards (cards that are almost twice the width of the standard card) are unique, ultra-rare cards which must be placed over two existing standard size cards. These cards generally represent buildings which are so large, that they take up more than one city block (such as a mall).

Unique to the multi-player game are the city council cards and disaster cards. These cards can be played starting in the third phase. The city council is the governing body that decides whether or not a block can be rezoned. Blocks are rezoned when a card is placed over an already existing card which contains a different zone. But players are not automatically on the city council. Players must draw city council members and pay to play them in order to have votes on the city council.

Disasters are cards that cause something bad to happen to part or all of the city. These disaster cards can wipe out blocks or cause the player, who lays down the mayor card, to pay "bucks" to protect the city. Some sample disasters that are used, both in the computer game and the

card game, are crime waves and fires.

In the clashing cities version of SimCity-TCG, every player uses a separate deck. Players construct individual cities, laying down cards to build blocks and collect bucks. If they choose to do so, players may play disasters on the other player's city in the appropriate phases. The two cities may become connected if the cards from one city touch the cards from the second city. When this happens, players may choose to rezone blocks of either city. The winner, as in the multi-player game, is the first player to reach the set amount of bucks.

The solitaire game is mainly used as a method of tuning the deck. Players can collect cards and use them to lay out rural areas, towns and cities. They can play the disasters that they draw to see if their city can withstand them. Given the large number of cards that will be available, it will be possible to construct any number of cities, villages, national parks, etc., each with a unique look to them.

SimCity-TCG will be sold in starter boxes and booster packs. The starters will contain 60 standard size cards, with an assortment of 5 rares, 19 uncommons and 36 commons and a rules booklet. The booster packs will contain 15 cards, one of which will be a special ultra-rare card. The boosters will contain 1 rare, 5 uncommon and 8 common short cards. Expect SimCity-The Card Game to appear in stores in January or February 1995.

by Faith Price

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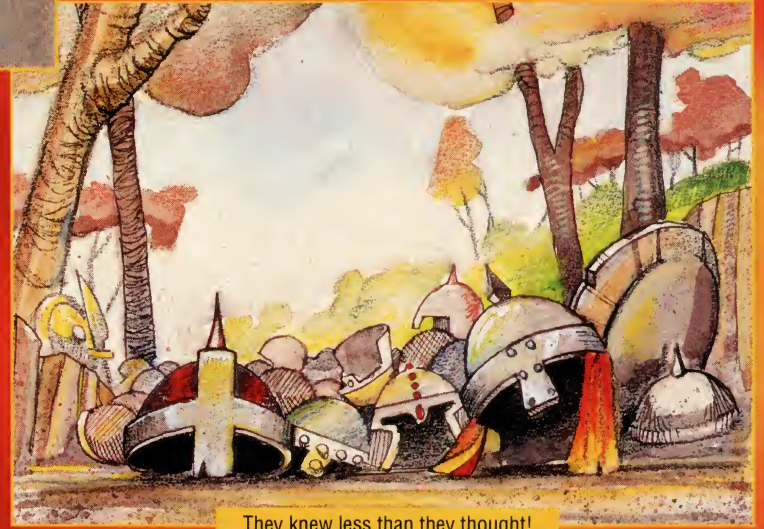


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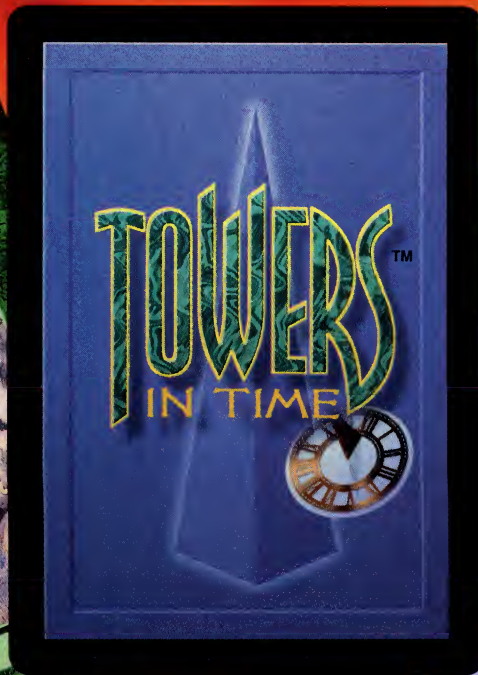
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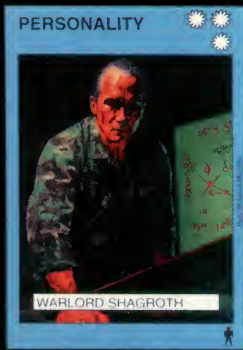
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STAR OF THE COLLECTIBLE TRADING CARD GAME

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The Star of the Guardians Collectable Trading Card Game. It is thousands of years into the future. Seventeen years ago, a bloody revolution resulted in the overthrow of the Starfire monarchy. President Peter Robes took over leadership of the galaxy. But the government is corrupt, the democracy is crumbling. It is rumored that the heir to the throne is alive and is searching for people to aid him in his return. As a Warlord, you are supposed to act as "sheriff" over your particular sector of space. However, the Warlords have begun jockeying for position, to see which one will be powerful enough to take over when the Democracy falls. As one Warlord, Derek Sagan, put it, "If power is lying around loose, someone will pick it up."

In order to gain control of

other systems, you are going to need help. Powerful men and women, including other Warlords or perhaps even the young king himself, can add their "influence" to enable you to defeat your opponents. Certain magical or religious artifacts may come into your possession which will aid your cause. The technological might of your small "empire" will certainly aid you, but you can truly only rely on the only solid sword in your arsenal; your military.

Skill and strategy will benefit you, but you'll need luck and the blessing of the Creator in order to emerge victorious. Welcome to the galaxy of the Star of the Guardians. Each player uses one deck of cards to play. The decks can be customized with any combination of cards. For tournament play, the decks are restricted to two of any card. The rules are printed on a large sheet of

paper, included in every starter deck. On the reverse of the rules is a "playing mat", for use by the players.

In a two player game, the players will place the inverted rules between them. On it is printed the five lane markers, a place for the unused pile, discard pile, playing area and a Power Point pad for each player. Players will draw six cards from their shuffled decks, and one player is chosen to start.

The playing area, printed on the back of the rules, is laid out as follows:

Each turn, the players follow the sequence of play, as listed below:

MAKE AVAILABLE PHASE: The Offensive player "makes available" (turns upright) all cards in play.

DRAW CARD: The Offensive player draws a card from the Unused Pile. If the player has less than three cards in the hand before drawing, the play-

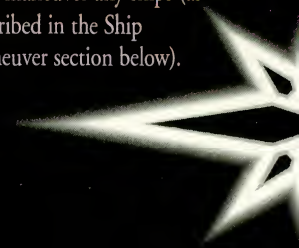
er may draw cards until three cards are held in the hand. For example, if a player had only one card in the hand before drawing, the player could draw two cards. If there are no cards in the Unused Pile, then the player must play with whatever cards are already in the hand. A player may continue to play regardless of how many cards are in the Unused Pile or hand.

SYSTEM PHASE: The Offensive player may bring a System card or Special System card into play. There is no cost to do so. When a System card or Special System card is brought into play, the player receives Power Points equal to the Influence Points that the system provides. For example, if a player brings out a System card that provides one Influence Point, the player raises the Power Point total by one on the score pad. This increase in Power Points only

occurs in the turn when the System card is brought into play, not subsequent turns.

DEPLOYMENT PHASE: The Offensive player may play: Ship cards, Squadron cards, Crew cards, Personality cards, Artifact cards, Modifier cards, and/or Weapons cards. The player may also play Fate or Damage cards, as these cards can be played at any time. Cards are brought into play by "using" the requisite amount of Influence and Personality Points. Ships must be played into lanes (as described in the Placement of Ships into Lanes section below). Crew must be played onto Ships. Squadrons must be played onto planetary bases or carriers (ships with space-plane catapults).

OFFENSIVE MANEUVER PHASE: The Offensive player may maneuver any ships (as described in the Ship Maneuver section below).



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ATTACK DECLARATION:

The Offensive player may declare an attack. The Offensive player need not announce the specifics of the attack at this point, only that an attack is to take place. If no attack is declared, the Offensive player immediately skips to the Crew Transfer and Plane Rebasing phase. If the Offensive player does not have any ships in any of the lanes, no attack can be declared.

DEFENSIVE PHASE: If the Offensive player declares an attack, the Defensive player may, in the order listed, do the following: Maneuver ships (as described in the Ship Maneuver section below), Launch and target spaceplane squadrons (as described in the Spaceplane Squadron Launch and Targeting section below), and/or Play any Tactic card's.

OFFENSIVE TACTICS AND SPACEPLANE SQUADRON PHASE: The

Offensive player may, in the order listed, do the following: Launch and target spaceplane squadrons (as described in the Spaceplane Squadron Launch and Targeting section below), and/or Play any Tactic cards. **SPACEPLANE SQUADRON COMBAT RESOLUTION PHASE:** All spaceplane squadron combat is resolved (as described in the Spaceplane Combat section below).

FLEET COMBAT RESOLUTION PHASE: Fleet combat, including bombing from surviving spaceplane squadrons, and any bombing of the Warlords' Home Systems is resolved (as described in the Fleet Combat section below). **CREW TRANSFER AND PLANE REBASING PHASE:** The Offensive player may transfer crew cards from a ship or squadron to the Warlord's Home System or from the Warlord's Home System to a

ship or squadron. A crew may only transfer once per turn. If a squadron with a crew is based at the same place as another squadron, the crew may transfer from one squadron to the other immediately. Squadrons that launch this turn may rebase to any available base or carrier.

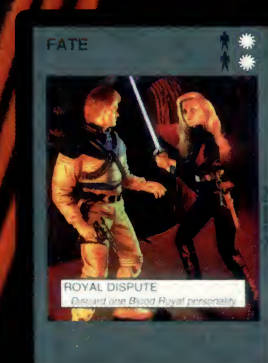
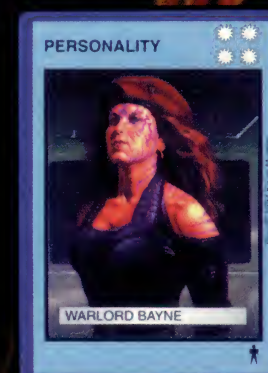
DISCARD PHASE: No player may hold more than 6 cards in a hand at the end of a turn. All players holding more than 6 cards at the end of the turn must discard cards of their choice until the limit of 6 cards in the hand is reached.

SWITCH OFFENSIVE PLAYERS: The defending player now becomes the Offensive player. The symbolism of the cards is important to an understanding of the game. Game play tends to last from half an hour to an hour, with very close games taking a little longer. Once players learn the rules, the game play focuses on

the tactics of play. Ship to ship combat is extremely important, but spaceplanes cannot be ignored. Many a game has been won by spaceplane superiority.

The game will be packaged in Starter Decks, consisting of sixty cards and a rules sheet. Booster Packs will contain fifteen cards, although System cards can only be found in the Starter Decks. The Limited Edition will contain a collection of 200 cards. An unlimited edition will follow, with the collection expanding to 325 cards (the 200 original cards plus 125 new cards). We feel that both the collector and the game enthusiast should be catered to with our game. Multiplayer rules will be included in the Starter Deck.

Many of the major distributors have shown interest in the game, giving us confidence that it should be easy to find in game and hobby stores.



Artwork is key to the success of the game, and we have the best artists in the industry contributing pieces for the game. The promotional flyers that were sent to many of the distributors, and handed out to many of the GenCon '94 conventioners, are representative of the type of cards that will be typical in the collection. The card design will, of course, be improved before release in February, 1995. If any readers have comments or suggestions about the design of the cards, feel free to contact us at

Mag Force 7, Inc. can be reached at PO Box 1106, Williams Bay, Wisconsin, 53191-1106, USA. Our email address has changed from our promotional flyers, however. We are now at designers@mag7.com. We would love to hear from you. (414) 245-0770 voice (414) 245-1073 fax



IT BEGAN WITH IMPERIAL, may their ranks of kilted clansmen be forever cursed. They were the first to step upon Nero, the fabled tenth planet, the first to excavate the long-untochted terrain, the first to discover the horrors of the Great Darkness and the hideous masses of the Dark Legion. And now they are everywhere. Since that infamous day when the Steel Tablet was discovered far below the surface of Nero, opening the gate through which the five Apostles let loose their hordes upon the worlds of humanity, no one has been safe from the Dark Legion.

Even the awesome power of the Megacorporations is not enough to withstand the Darkness. Be they members of cursed Imperial, fearless Capitol, honor-bound Mishima, dutiful Bauhaus or the mysterious, high-tech forces of Cybertronic, none stand a chance against the Darkness. Even the holy Brotherhood, whose members manipulate the mysterious Art, are unable to wholly resist the call to heresy.

Thank the Cardinal for the Cartel. It was the Cartel that banded together the best people in the Solar System and bade them to cast away their corporate rivalries for the good of all humankind. It was the Cartel that pushed petty politics aside to form a force to battle the unleashed, ancient horrors and their dreadful Dark Symmetry. It was the Cartel that gathered together humanity's finest warriors, the legendary Doomtroopers. May they be forever blessed.

The Doomtroopers are our brightest hope, yet they are not completely without fault. Each warrior's corporate loyalties run deep, and the differences among these are the source of much friction within the Doomtroopers' ranks. On an official level, the Corporations share weak alliances, and their rivalries are

mostly bloodless. But on the field of battle, a corporate competitor is nearly as much an enemy to a warrior as the Dark Legionnaires. Yet all human warriors are able to set aside their corporate differences when the creatures of the Dark Legion lie within their sights.

May their lives last longer than their battles.

INTRODUCTION

Welcome to DOOMTROOPER! You are about to enter a distant future in which the hideous masses of the Dark Legion threaten to lay waste to the glory of humankind. Sit back, relax and turn on all the lights as we present a story of techno-horror and adventure.

DOOMTROOPER is a card game perhaps unlike any card game you have ever played. Among the multitude of different cards available, you will find mighty heroes and horrible villains, deadly weapons and magical spells, desperate missions and wily schemes. The potential is endless because the possibilities are endless.

DOOMTROOPER is a game of ferocious combat in the MUTANT CHRONICLES setting. The MUTANT CHRONICLES tell the story of humanity's struggle against the forces of the Dark Legion. Each player is a member of the Veil, a high-powered, secret organization within the Cartel, dedicated in theory, at least to maintaining the balance of power across the Solar System. In reality, this theory breaks down, as each player struggles to acquire ultimate power.

In this cutthroat game, the stakes of which are nothing less than the control of humanity's destiny, anything goes in the players' struggle for personal supremacy and power. To ensure that the balance of power tips in their direction, the players will take advantage of every available opportunity for personal gain, including manipulating the

forces of the dreaded Dark Legion to assist them in achieving their goals. In game terms, players must outperform their opponents through the crafty use of forces covertly under their control.

The DOOMTROOPER game is easy to learn. Although the game's mechanics are quite intuitive, the true fun of the game is discovering the rules and situations which aren't mentioned in this manual, but are instead on the cards themselves. The cards are designed to work with the basic rules to expand and enrich them, making your DOOMTROOPER games even more exciting.

DOOMTROOPER is an infinite card game. This means that each set of cards that a player owns is unlike any other player's. This set of cards is known as a collection. Most players begin their collection with a DOOMTROOPER Starter Set, a box of 60 randomly assorted cards that includes a copy of these rules. Later, you can add to your collection by purchasing Necropaks, foil packs of 15 additional cards that are for sale where you bought the Starter Set. There are well over 300 different cards in the complete DOOMTROOPER set, so you can have fun trading cards with your friends to get the kind of collection you want.

Because each player's collection is different and the cards

DOOMTROOPER

Collectible Trading Cards



DOOMTROOPER

Trading Card Game



can interact in unique ways, each game of DOOMTROOPER is never quite the same. Once you have collected more of the available cards, you will notice that certain cards are meant to go together to make your playing deck even more powerful. Some cards work best only if your opponent has the right cards in play. The possibilities are truly endless.

THE OBJECT

The object of DOOMTROOPER is to use your available Cartel and the Dark Legion warriors to do battle against the forces of your opponent. You place warrior cards on the table to form your Squad of Doomtrooper warriors and your Kohort of Dark Legion warriors. Warriors earn Promotion Points for you by winning battles and completing missions and other exciting combinations of card play. When any player reaches a score of 25 or more Promotion Points, the game is over. The player with the higher score wins. In case of a tie, the game is a draw.

If you enjoy longer or shorter games, simply adjust the number of Promotion Points needed to win the game. The choice is yours. However, we recommend that you play 25 Promotion Points as the goal for your first few games.

NUMBER OF PLAYERS

At least two people are needed to play DOOMTROOPER, although the game may be played by any number of people. As the number of players

increases, so does the playing time. Each player must have his or her own Starter Set or at least four Necropaks to play. For the sake of clarity, these rules are written with the assumption that there are two players: you and one opponent. Later in this booklet are additional rules and ideas for games with more than two players.

MARKERS

In addition to your playing cards, you also need a number of markers to keep track of Promotion Points and Destiny Points, among other things. Coins, beads or gaming stones make great markers.

THE TABLE LAYOUT

As you play DOOMTROOPER, you move cards from your hand to the table to the discard pile and draw new cards from your personal playing deck all the time. Your table space is occupied by your Squad of Doomtroopers, your Kohort, their equipment, the Promotion Points you have earned, and your accumulated Destiny Points. The diagram below shows your side of the table.

Your pile of earned Promotion Points is on the far left, your Destiny Pool is next to the draw and discard piles on the far right, and your Squad and your Kohort are in the center. Notice that there are two warriors in cover (the ones face down), two warriors that are wounded (the ones turned sideways), and two warriors that have equipment or other cards played on them.

THE PLAY OF THE GAME

In DOOMTROOPER, you take turns playing cards and doing battle with your opponent. During your turn, you may perform up to three actions. Actions represent the maneuvers made by your warriors within the game. There are a number of actions you can perform, including bringing your warriors into play, equipping them with weapons and special items and using them

to attack your opponent's warriors. You can also use actions to activate some unusual cards. Some maneuvers require two or more actions to perform, such as bringing a warrior in play in cover (which takes three actions).

Once you have performed your actions, finishing your turn, then it's your opponent's turn. The game continues until a player earns 25 Promotion Points.

THE CARDS

In all circumstances, if the rules on a card go against the rules in this manual, the rules on the card take precedence.

Let's take a look at some of the different kinds of DOOMTROOPER cards.

WARRIORS

Warrior cards make up the backbone of the DOOMTROOPER game. Most of the action takes place through the warriors in play. A warrior's card is full of information about that warrior. Here are the parts of a warrior card:

Name: The name of the card and the type of warrior the card represents.

Fight: The close combat ability of the warrior. The higher the number, the better the warrior is at fighting.

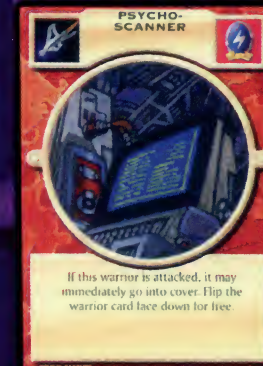
Shoot: The firearm combat ability of the warrior. The higher the number, the better the warrior is at shooting.

Armor: The defensive ability and toughness of the warrior. The higher the number, the harder it is for an opponent to kill the warrior.

Value: The number of Destiny Points that must be spent to bring the warrior into play, and the number of points earned by an opponent that kills the warrior.

Warrior Icon: This icon indicates that the card is a warrior card.

Affiliation Icon: This icon shows the warrior's organization. Warriors are affiliated one of the five Megacorporations, the Brotherhood or the Dark Legion. The affiliation icons are



DOOM TROOPER

Collectible Trading Card Game



as follows:

- Bauhaus Corporation
- Capitol Corporation
- Cybertronic Corporation
- Imperial Corporation
- Mishima Corporation
- The Brotherhood
- The Cartel
- The Dark Legion

Notes: Special rules or reference points for the warrior are listed here.

OTHER CARDS

The rest of the cards look similar, but many different types of cards fit within this standard format:

Name: The name of the card.

Card Type Icon: This icon indicates which type of card it is:

- Mission
- Equipment
- Fortification
- Art
- Dark Symmetry
- Special

Affiliation Icon: These are the same icons that are found on the warrior cards above, with the addition of the General icon which indicates that the card has no particular affiliation. Affiliation icons for these non-warrior cards have little direct effect on play, but serve to define their place in the MUTANT CHRONICLES setting. Most Special cards use the General icon.

MISSIONS

Missions are special instructions from a warrior's superiors. Missions must be announced (and mission cards be played) before the mission can be carried out. Many missions are designed for particular warriors. A mission card always states which warriors may perform the mission and what their special instructions are. Some missions may even be assigned to players! Upon completing a mission, you earn special bonuses.

EQUIPMENT

Equipment cards are placed on warriors to increase their combat abilities or give them special skills. Equipment cards remain with the warrior they are played on until they are either discarded through card play or the warrior is killed. Some equipment cards are played on weapons to increase the abilities of those weapons. In this case, the equipment becomes a part of the weapon, and if the

weapon is discarded, the equipment is discarded, too.

WEAPONS

Weapon cards are a special type of equipment card that usually increase a warrior's attack ratings. There are two types of weapons: shooting weapons and fighting weapons. Shooting weapons include pistols, machine guns and rocket launchers—anything that can be used to attack someone from far away. Fighting weapons include many types of swords and knives—weapons used in hand-to-hand combat.

A weapon equipment card bears either a Fight weapon distinction (for fighting weapons), a Shoot weapon distinction (for shooting weapons) or a Fight/Shoot weapon distinction (for weapons that can be used for both fighting and shooting). Weapon cards remain with the warrior they are played on until they are discarded through card play or the warrior is killed.

FORTIFICATIONS

Fortifications are placed in your Squad or Kohort, usually to increase your warriors' defensive capabilities. Fortifications remain in play throughout the game, even if you have no warriors in play. Two major types of fortifications are citadels and cities. Citadels are massive structures dedicated to one of the five Dark Apostles. Cities usually confer benefits to warriors from one of the megacorps. Any number of players may put the same citadels and cities into play. The structures are big enough that everyone can benefit from them.

ART

Art spells may be cast by Doomtroopers allowed to use the Art. This includes all Brotherhood warriors. These mystical spells may be played at various times during the game to cause special effects. Art spells are one-shots. Once a spell is cast it is discarded.

The Art is divided into a number of aspects, and most warriors are only allowed to cast spells from certain aspects. Art cards will note on them which aspects the spells are from and when they may be played.

DARK SYMMETRY

Dark Symmetry cards are like Art cards, but they may only be used by the Dark Legion. They represent special abilities bestowed on a warrior by the Dark Apostles. Unlike the

spells of the Art, Dark Symmetry abilities remain with a Legionnaire throughout the game, so the Dark Symmetry card stays with the warrior it was played on. A Dark Legion warrior can have any number of Dark Symmetry cards bestowed on it, although never more than one of the same card.

SPECIAL

There are many special cards in the game. Special cards include everything that doesn't fit into the above categories. These include combat modifier cards and interesting events, among other things. A special card states in its notes box when it may be played.

SETTING UP

Make sure both players have plenty of space on the table in front of them. A lot of cards will be placed on the table during the game, and you want to make sure that you don't mix your cards up with your opponent's. Remember, you never get to keep another player's cards when the game is over, unless you are wagering.

To start the game, both players do the following. Thoroughly shuffle your playing deck and cut your opponent's deck. Then place your deck in the draw pile position on the table (to your right). Place a number of markers into a common marker pile within reach of both players. This pile is theoretical—bottomless—you can never run out of markers. Take five markers and put them into your Destiny Point pool (next to your draw pile). Then draw seven cards from the top of your draw pile to start your hand. Peacefully determine who goes first.

THE ORDER OF PLAY

During your turn, you follow an order of play consisting of three steps. Some cards may only be played during some steps. This is noted directly on the card. When you have completed all the steps, it's your opponent's turn.

The three steps are as follows:

- 1) **Draw enough cards** from your draw pile until your hand contains seven cards.
- 2) **Perform Actions.** You may perform three actions. The actions that may be performed are:

- Add Warrior
- Seek Cover
- Exit Cover
- Add Warrior in Cover (three actions)
- Meditate
- Equip Warrior



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Bestow Gift

Assign Mission

Attack (must be last action performed)

3) If you have more than seven cards in your hand, discard to seven cards.

Otherwise, you may discard a single card.

STEP ONE: DRAW

Draw enough cards from your draw pile to fill your hand to seven cards. This step is mandatory. If you draw the last card from your draw pile, the game is not over, but the following things happen.

Continue playing normally. If you cannot draw a card, simply go straight to Step Two: Actions. If your last warrior is then taken out of play and you can't bring another into play for two full turns, you are out of the game. As long as you have warriors in play, you may continue playing.

If both players run out of cards from their draw piles, the game immediately ends, and the player with the higher number of Promotion Points wins the game. In the case of a tie, the game is a draw.

STEP TWO: ACTIONS

You have three actions to perform during your turn. Actions may be taken in any order, and you may perform the same action more than once during your turn. There are two exceptions.

The first is the Attack action, which may only be performed once per turn and must be the last action you perform. As soon as you attack with one of your warriors, any unused actions are lost for that turn. You cannot attack during your first turn.

The second is the Add Warrior in Cover action, which costs three actions. As you normally only have three actions, this usually completes your turn.

You do not have to perform all three actions if you do not wish to. You may even perform no actions at all. Any unused actions are lost.

The actions that you may perform are as follows:

ADD WARRIOR

During this action, you may add a warrior to your Squad or Kohort. Your Squad consists of Doomtroopers and Brotherhood members, while your Kohort is filled with warriors from the dreaded Dark Legion. Each warrior must be designated as a member of either

your Squad or your Kohort. A warrior may attack in the same turn in which it was placed on the table (except in your first turn), and newly arrived warriors may be attacked immediately.

To add a warrior, simply pay the Value of the warrior in Destiny Points to the common marker pile, and then take the warrior from your hand and place it on the table, in either your Squad or Kohort. If you do not have enough Destiny Points, you cannot add that warrior.

The warrior is placed on the table in the normal status (or unwounded) position. This means that the card is face up and the card's name is at the edge of the card furthest from the player (when a warrior is wounded, the card is turned sideways to represent the change in status; see Status in the Important Terms section).

Example: Mike has a Venusian Ranger (Value: 4) in his hand at the start of his turn and would like to put it into play. Mike announces that he is adding a warrior as his first action. He takes 4 Destiny Points from his pool and puts them in the common pile, then places the Ranger in the Squad portion of his side of the table in the normal status position. Adding the warrior uses up one of his three actions, so Mike still has two more actions.

SEEK COVER

Sometimes you may want a warrior to back away from the fighting at hand and seek the protective confines of defensive terrain. You may perform a Seek Cover action on one of your warriors in play as one action. A warrior in cover is flipped over so that it is face down. Warriors in cover are governed by the following rules:

If you have only one warrior in play, it may not seek cover. If you are left with only one warrior in play and that warrior is in cover, you must perform an Exit Cover action on it as your next available action.

Warriors in cover may not attack, but they may be attacked. Warriors in cover receive a +5 bonus to their Armor ratings.

Wounded warriors may seek cover, too. They are flipped over like healthy warriors, but remain sideways to indicate that they are wounded.

You may look at your warriors in cover at any time, but other players may not. They must remember who the warrior in cover is! However, if you have more than one warrior in cover, you are not allowed to mix those

warriors up to confuse the other players.

EXIT COVER

You may have a warrior in cover join its fellows on the battlefield by performing an Exit Cover action on it. Flip the card over so it is face up. If the warrior is wounded, make sure it is still sideways. A warrior may not attack on the same turn it exits cover.

ADD WARRIOR IN COVER

You may place a warrior into play already in cover. This uses up all three of your available actions. Unless you have a card that allows you to perform additional actions during your turn, adding a warrior in cover will be your only action in a turn.

A warrior entering play in cover is placed on the table in the normal status position, but face down. Your opponent should not know who the warrior in cover is until you perform an Exit Cover action on the warrior or the warrior is attacked. Do not place an entering warrior in cover directly in your Squad or Kohort. Instead, place it between the two so your opponent cannot deduce the warrior's affiliation.

You do not have to pay the Destiny Point cost for adding a warrior in cover when you first put it in play, as this might give your opponent a hint, too. Once the identity of the warrior is revealed, however, you must pay its Destiny Point cost, as in the Add Warrior action above. If you do not have enough Destiny Points to pay for the warrior at that time, the warrior is discarded, you lose all of your Destiny Points and any remaining Destiny Points needed to pay for the warrior are taken out of your Promotion Points on a one-for-one basis. If you do not have enough Promotion Points, there is no further effect. You may wish to put a marker on the warrior in cover to signify that it was added in cover and has not yet been paid for.

MEDITATE

You may spend an action meditating. For each meditate action you perform, you may place one marker into your Destiny Point pool. You may perform meditate actions even if you have no warriors in play.

EQUIP WARRIOR

You may spend an action to play an equipment card on one of your warriors in play, subject to the following restrictions.

A warrior may be equipped with any num-



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ber of equipment cards.

Any warrior may use any piece of equipment, unless it is specified otherwise in the notes on the card. For instance, Dark Legion warriors are normally allowed to use Cartel weapons. But if the weapon card states Give to any Doomtrooper, then only Doomtroopers, not Dark Legionnaires, may use the weapon.

Once you place an equipment card on a warrior, that card stays with the warrior and may not be removed or moved to another warrior.

BESTOW GIFT

As one action, you may bestow a Dark Symmetry gift on one of your Dark Legion warriors in play. There are two main types of Dark Symmetry cards. A card labeled as a Dark Symmetry Gift is a general power that any Dark Legion warrior may have. A card labeled a Gift of... followed by a Dark Apostle's name (such as Gift of Algeroth), is a special gift which may only be bestowed on a follower of that Dark Apostle. For instance, Distort is a Gift of Algeroth. Only Followers of Algeroth may be given the Distort power. Like equipment cards, Dark Symmetry cards remain with the warrior throughout the game. The effects of a Dark Symmetry gift may be used immediately.

ASSIGN MISSION

You may assign a mission to one of your warriors, yourself, another player or one of another player's warriors. The mission card indicates who may be given the assignment. Missions assigned to warriors are placed on the warrior. Missions assigned to players are placed on the table near the player. Missions must be assigned before any part of the mission may be completed. Once the mission is completed, the mission card is discarded. If you play a mission card on another player or another player's warriors, be sure to mark the card so you can return it to your collection after the game.

ATTACK

Chances are you will attack often during a game. Of course, combat is optional, but it is one of your primary methods for gaining Promotion Points. You may only perform one attack action per turn, and this action must be the last action you perform. If you attack as your first or second action, you lose any actions you did not use. Also, you may not attack during the first turn of the game.

When you perform an attack action, one warrior may attack any other warrior in play, even warriors in your own Squad or Kohort! Combat is usually between one attacking warrior (the Attacker) and one defending warrior (the Defender). Various cards may allow additional warriors to join in the battle.

Combat is a pretty straightforward affair, and it is broken down into a number of simple steps. First, you (as the attacking player) choose an Attacker and a Defender. Then you decide if the combat will be a Fight combat or a Shoot combat (this is called Announcing the Battle Tactic).

Next, compare the combatants' attack ratings with Armor ratings to see how the attack is going. Both players may then play special cards to modify the combat ratings of the warriors involved in the combat. Then the final, modified combat ratings are compared. Any warrior that has been hit is turned sideways to indicate that it is wounded. If a wounded warrior is hit, it is killed and discarded. A dead warrior is worth a number of points equal to the slain warrior's Value. These points are awarded to the player whose warrior made the killing blow. They may be converted into Promotion Points or Destiny Points.

The steps for combat are as follows:

- 1) **Announce Attacker & Defender**
- 2) **Announce Battle Tactics**
(Fight or Shoot)
- 3) **Determine Combat Standing**
- 4) **Modify Combat Ratings**
- 5) **Resolve Combat**
- 6) **Change Warrior Status**
- 7) **Award Points**
- 8) **Announce Attacker & Defender**

You (as the acting player) choose one of your warriors in play as the Attacker and pick another warrior in play to attack (this is the Defender). No matter the outcome of the battle, the two warriors are referred to as the Attacker and the Defender throughout the combat. There are a couple of rules to keep in mind when choosing the Attacker and Defender:

No Doomtrooper may attack another Doomtrooper from the same corporation. If a warrior shares any type of corporate membership with another, it may not be attacked.

A Doomtrooper may never attack a member of the Brotherhood. Brotherhood members may never attack Doomtroopers or other Brotherhood members. They may only attack Dark Legion warriors. Dark Legion warriors may attack any other warrior in play, even other Dark Legion warriors. You may use a member of your own Squad to attack a member of your own Kohort. Conversely, you can use a member of your own Kohort to attack a member of your own Squad. If either or both are killed, you earn twice the Value of the killed warriors. These points must be placed in your pool as Destiny Points. They cannot become Promotion Points.

Also, you may not complete missions in this way, unless the mission indicates otherwise. Remember that you cannot have combats between two warriors within your own Squad or two warriors within your own Kohort.

If your opponent does not have any warriors in play, you may send out a warrior to attack your opponent. In this case, the player becomes the Defender. Cards that would normally involve a warrior cannot be played by the player, but special cards which affect the combat in general (such as cards which cancel the combat or redirect the attack to a different Defender) can. If the Attacker gets through, the attack is automatically successful. The attacking player gains a number of points equal to half the Attacker's Value, rounded up. As you can see, it's important to get warriors out on the table.

2) Announce Battle Tactics

You must now announce which type of battle tactic the Attacker will use. This determines which attack rating and which weapons, equipment and modifiers the Attacker and Defender may use during the combat.

Each warrior has two attack ratings, Fight and Shoot. The Attacker may charge the Defender with fist and sword, which is a close combat (in which case both warriors use their Fight ratings), or it may attack with guns blazing, which is a firearm combat (in which case both warriors use their Shoot ratings).

3) Determine Combat Standing

Look at the rating of your warrior's chosen attack method and compare it to the Armor rating of the opponent. If the attack rating of a warrior is equal to or greater than the

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Armor rating of its opponent, the opponent will be wounded. The Defender simultaneously makes an attack of its own. Check to see how that attack is going, too.

Example: Nick is performing an attack action. He announces that Sean Gallagher (an Imperial Doomtrooper) will Fight Mike's Nepharite of Ilian (a Dark Legion warrior). Sean has a Fight rating of 10, a Shoot rating of 3, and an Armor rating of 8. The Nepharite has a Fight rating of 8, a Shoot rating of 5, and an Armor rating of 4. Since this is a close combat, only the Fight and Armor ratings are used. Because Sean and the Nepharite are striking at each other at the same time, both warriors compare both ratings.

Sean attacks with a Fight rating of 10 against the Nepharite's Armor rating of 4. Because 10 is much higher than 4, the Nepharite is well on its way to being wounded. The Nepharite strikes at Gallagher with a Fight rating of 8 against Sean's Armor rating of 8. Since 8 is equal to 8, the Nepharite will also wound Sean.

Be sure to include the effects of equipment cards that each warrior has, but only if they have an effect in the chosen method of combat. A warrior may only use one weapon during combat, but may use any number of other equipment cards that apply. Only Fight weapons may be used in Fight combats, just as Shoot weapons may only be used in Shoot combats. Fight/Shoot weapons may be used in either. For instance, a Violator Sword (a Fight weapon) has no effect in a shooting combat. If the Defender is in cover (its card is face down), it adds +5 to its Armor rating. A wounded warrior defends itself normally. A Defender in cover stays in cover after the combat, assuming it survives. Turn it face up for the combat, then turn it face down again.

4) Modify Combat Ratings

Starting with you (the attacking player), players take turns playing special cards which have an effect on combat. Such cards have Play During Combat, or a variation thereof, printed on them. Play as many cards as you like, and then indicate that you're finished. Your opponent then plays as many modifying cards as he or she wishes, and then indicates that he or she is finished. You may then play additional cards, and so on, until both players pass.

Each player can only play one of any type of modifier card on each warrior during this step, unless a card says otherwise. For instance, you could not play more than one Take Aim card

on a warrior during this combat, as the warrior could only aim once.

Some cards allow players to change the Attacker or Defender involved in a combat. When this occurs, the player(s) in control of the new Attacker or Defender may play cards to modify the new warriors' ratings normally.

Sometimes various special cards or other effects may cause combat ratings to drop to zero or lower. Negative numbers still count. For example, a warrior with a modified Fight rating of -4 will still wound an opponent with a modified Armor of -4 or less.

5) Resolve Combat

Once all modifiers are taken into account, compare the warriors' combat values one last time and determine if either or both warriors are wounded. If the modified rating of an attack against a warrior is equal to or higher than the warrior's modified Armor rating, that warrior is wounded. If the modified attack rating is not high enough, the warrior's armor resists all of the potential damage. A warrior is either wounded by an attack or not damaged at all. There is no middle ground.

6) Change Warrior Status

Warriors wounded in the battle are turned sideways to indicate that they are wounded. A wounded warrior's combat ratings are not affected, nor are any of its abilities or equipment. The wounded warrior attacks and defends as normal. If a wounded warrior is wounded again, the warrior is killed.

7) Award Points

If a warrior's opponent is killed, the warrior's controlling player is awarded a number of points equal to the Value of the slain opponent (even if the player's warrior was slain, too). If both warriors are killed, both players earn points. The points may be taken as Promotion Points or placed in your pool as Destiny Points, or they may be split between the two types as you like. If you attacked and killed one of your own warriors, you earn twice the Value of the defeated warrior, but all points must be placed in the Destiny Pool.

STEP THREE: DISCARD

Announce that your turn is finished. If you have more than seven cards in your hand, discard cards until you have only seven. This is mandatory. Otherwise, if you have seven or fewer cards in your hand at the end of your

turn, you may discard a single card.

CASTING SPELLS OF THE ART

In DOOMTROOPER, every member of the Brotherhood is able to manipulate the magical forces surrounding all of creation. This use of magical prowess is known as the Art. The Art is divided into a number of aspects, each requiring a different method of study and magical manipulation. The various aspects are Art of Changeling, Art of Elements, Art of Exorcism, Art of Kinetics, Art of Manipulation, Art of Mentalism and Art of Premonition. Every Brotherhood warrior is able to cast spells from at least one aspect of the Art. Some are able to cast any spell available, while others are limited to particular aspects of the Art. Each Brotherhood warrior card indicates which sorts of spells the warrior may cast. Remember that a caster must be in your squad to use a spell, you may not cast spells if there is no legal caster in your squad.

Many Art spells have a casting cost in Destiny Points. The more Destiny Points you spend, the more powerful the spell's effects. Unless a limit is indicated on the card, you may spend as many Destiny Points as you have.

Some spells may only be cast on the caster. Others may be cast on any warrior you like.

The effects of an Art spell usually only last for a short while. Art cards labeled Combat Spell and Personal Combat Spell only last until the combat is finished. Unless noted on the card, a spell never has long-term, continual effects. Once cast, the effect is used up and the Art card is discarded.

Art cards designated as a Combat Spell or Personal Combat Spell may only be cast during combat. A Combat Spell may be cast on any combatant, and the caster does not have to be involved in combat. Personal Combat Spells may only be cast if the caster is actually involved in the combat, either as an Attacker, a Defender or a reinforcement.

Art cards may never be played to the benefit of the Dark Legion. You may not, for instance, cast Art spells to assist your Dark Legion warrior in combat. Remember, the sworn duty of the Brotherhood is to eradicate the Dark Legion, not help them in their nefarious goals!



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| CARD NAME | RARITY | DISRUPT POWER | IMPERIAL SOUTHPAW | NEPHARITE OF SUMAI | SHROUD |
|---------------------------|--------|---------------------------|----------------------------|-------------------------------|-------------------------|
| AC-40 Justifier | U | Disrupt Power | Imperial Southpaw | Nepharite of Sumai | Shroud |
| Agent Nick Michaels | C | Distort | Improve Self | Nimrod Autocannon | Siege of The Citadel |
| AH/UH-19 Grapeshot | R | Divine Inspiration | Indigestion | Nored Efficiency | Sleep |
| Guardian | R | Doomed | Infantry | Out of Ammo | SMG MK. III Interceptor |
| Airman | U | Dragon | Infection | Pam Afion | Smoke Bomb |
| Alakhai The Cunning | R | Dull Blade | Infiltration | Personal Anti-Personnel Mines | Snub The Cardinal |
| Ambush | U | Dutiful Service | Influence | Phantasm | Special Commendation |
| Animate Head | R | Earthquake | Initiative | Portable Force Shield | Speed |
| Archangel | C | Edward S. Murdoch | Inquisitor | Portal of Dark Healing | Spiked Barricade |
| Archquisitor Nikodemus | R | Efficiency Training | Inquisitor Majoris | Portal of The Great | Spoke In The Cog |
| Assassination | R | Elemental Ball | Insane Dance | Conqueror | Spy in The Ranks |
| Automatic Fire | U | Elemental Bolt | Inspire the Masses | Portal of Undeath | Stigmata |
| Bacteria Grenade | U | Elemental Empathy | Inspired | Portents of Victory | Strategic Restructuring |
| Bamboozled! | U | Elemental Wall | Installation | Positive Karma | Strength of Will |
| Bauhaus Blitzler | C | Empathy | Insubordination | Possess | Strike |
| Bauhaus Great Infuriator | R | Essence of Clarity | Internal Affairs Crackdown | Powerful Blow | Suggestion |
| Bayonet | C | Essence of Integrity | Invoke Frenzy | Premonition | Suicide Mission |
| Big Bob Watts | R | Essence of Morality | Invoke Pain | Premonition Empathy | Suicide Warhead |
| Billy | C | Essence of Purity | Item Vision | Presence | Sunset Striker |
| Blessed Armor | R | Essence of Rectitude | Ivulnerability | Pretorian Stalker | Surprise Attack |
| Blessed Legionnaire | C | Essence of Virtue | Joy of Victory | Proficiency | Surprise Invasion! |
| Blessed Vestal Laura | U | Establish Defensive | Keeper of The Art | Prove Your Valor | T-32 Wolfbane JBT |
| Blindness | C | Perimeter | Kinetic Empathy | Psycho-Scanner | Tactical Advantage |
| Blood Beret | C | Etoile's Morantes | Knighthood | Punisher Blade | Tainted! |
| Blood Lust | C | Evasion Training | Kratch | Punisher Handgun | Take Aim |
| Bogged Down | R | Evasive Action | L&A Plasma Carbine | Purple Shark | Take Cover |
| Born With a Silver Spoon | U | Ex-Capitol Freelancer | Lane Chung | Radar Scanner | Tatsuo |
| Botched Orders | R | Ex-Cybertronic Freelancer | Legionnaire of Semai | Rams Air Cavalry | Telepathic Message |
| Cairath | R | Ex-Imperial Freelancer | Lesser Domination | Razide | Teleportation |
| Callithonian Intruder | U | Ex-Mishima Freelancer | Lesser Hypnosis | Recalled | Telescopic Sight |
| CAP 7000P | R | ExBauhaus Freelancer | Lesser Telepathy | Reinforcements | Templar |
| Capitol Sword of Honor | R | Exonerated Ronin | Levitation | Reinstatement | Terror |
| Cardinal Dominic | R | Exorcise Dark Influences | Longshore | Repentance | The Cathedral |
| Centurion | U | Exorcise Disease | Lost Paperwork | Reputation | The HQ |
| Changing Empathy | U | Exorcise Empathy | Lucky Shot | Resist Elements | Ticker |
| Chasm! | C | Exorcise Evil Thoughts | Machinator | Resist Pain | Time Death |
| Chasseur | C | Exorcise Infection | Malfunction! | Retraining | Time Rot |
| Chemiman | U | Exorcise Poison | Manifest Destiny | Retreat! | Traitor Discovered |
| Child of Ilian | C | Exorcise Self | Manipulative Empathy | Reverberating Sharpener | Trencher |
| Chosen | R | Exorcise Wound | Martial Training | Reversal of Fortune | Trevor Bartholomew |
| Citadel of Algeroth | U | Exorcism | Marrian Banshee | Revisor | True Gate |
| Citadel of Demnogonis | U | Expedite Request | Max Steiner | Rogue | True Path |
| Citadel of Ilian | U | Explosion | Mental Constitution | Ruthless Efficiency | Twist of Fate |
| Citadel of Muawijhe | U | Ezoghoul | Mind Melt | Sabotage! | Twitchee |
| Citadel of Semai | U | Fallen From Favor | Mind Wall | Sacred Warrior | Undead Legionnaire |
| Clan Infighting | R | Fay & Klaus | Miscommunication | Samurai | Undercover Agents |
| Clansman | C | Fifteen Minutes of Fame | Mitch Hunter | San Dorado | Valerie Duval |
| Clansman Claymore | U | First Aid Kit | Mortificator | Scalper | Valkyrie |
| Combat Armor | C | Flow of Acid | Morris Sword | Screaming Legionnaire | Vassht |
| Combat Warhead | U | Flush Out The Coward | Mystic | Scythe of Semai | Venusian Ranger |
| Command | U | Fly | Mystical Training | Sea Lion | Violator Sword |
| Composite Armor | R | Forced March | Narrow Escape! | Sean Gallagher | Well-rounded Squad |
| Confuse | R | Fortune of War | Necromutant | Secret Headquarters | Whispers of Heresy |
| Control Mind | U | Foxhole | Necrovisual Link | Secret Mission | Wind of Insanity |
| Corporate Shenanigans | R | Framed! | Negative Karma | Send Dreams | Wolfbane Light Cavalry |
| Corrupt Shield | U | Free Marine | Nepharite Hunt | Sgt. Mc Bride | Yojimbo |
| Cowardice | U | Fukido | Nepharite of Algeroth | Sharpshooter | Young Guard |
| Crenshaw The Mortificator | R | Fukimura No. 12 Kamikaze | Nepharite of Demnogonis | Shemman 74 Modd 13 Bolter | Zenithian Soulslayer |
| Cuirassier | C | Fury of the Clansmen | Nepharite of Ilian | Shield | |
| Curator | U | Gale Force Winds | Nepharite of Muawijhe | Shricketh | |
| Curator Sword | U | Gaze | | | |
| Cybercurity MP | C | Gehenna Puker | | | |
| Cybernetic Power Arm | R | Gift of Fate | | | |
| Cybernetic Retinas | R | Golden Lion | | | |
| Dark Fire | C | Greater Domination | | | |
| Dark Kohort | R | Greater Hypnosis | | | |
| Dark Visitation | U | Greater Telepathy | | | |
| Deathlockdrum | R | Grenade Launcher | | | |
| Decay | U | Hand of Death | | | |
| Deform | U | Hatamoto | | | |
| Demolition Kit | R | Heavy Fog | | | |
| Demoted | U | Heimburg | | | |
| Desperate Measures | R | Heretic | | | |
| Destroy Kohort | R | Hidden In The Shadows | | | |
| Destroy Squad | R | HMG MK. XIXB Charger | | | |
| Dimensional Hole | U | Honorary Baptism | | | |
| Dimensional Warp | U | Hussar | | | |
| Discern Truth | U | Illusion | | | |
| Discovered | U | Immaculate Fury | | | |
| | | Imperial Doomlord | | | |

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"700 titles without a book" sets U.S. Games Systems, Inc. apart from other publishing companies. The Stamford, Connecticut based company has sold more than 18 million tarot decks, award-winning games and special theme playing cards through bookstores, gift shops and specialty outlets worldwide.

Stuart R. Kaplan, the founder and chairman of U.S. Games Systems, began his publishing career by chance. A graduate of the Wharton School, he spent many years on Wall Street as an analyst for a mining company until the purchase of an antique tarot deck at the 1968 Nuremberg Toy Fair turned an interest in art and literature into a new business venture. He reproduced the tarot deck and sold 200,000 copies in the first year.

Kaplan has amassed one of the world's largest collections of tarot cards and related books. He has also written several works on the subject, including the three volume, *The Encyclopedia of Tarot*, a part of U.S. Games Systems book publishing program. "Tarot is like a mirror that reflects back to enrich our lives," says Kaplan, who stresses the intellectual, artistic and historical interest of the decks.

Literary tie-ins also figure heavily in U.S. Games Systems publishing projects. *The Authors Card Game*, which has delighted card enthusiasts for over a century, was reissued by the company after Kaplan obtained the rights from Parker Brothers. This award-winning game format has since been expanded as a series to include such games as *Inventors*, *Composers*, and *Famous Women in American History*.

Two popular business books have been adapted successfully to the card deck format. *The Creative Whack Pack*, derived from *A Whack on the Side of the Head* (Warner Books) by Roger von Oech, enables users to view problem solving from new perspectives. *Technotrends*, authored by Daniel Burrus from the HarperBusiness book of the same name, helps players gain competency in the technologies shaping our future.

Award-winning games have also found their way into the company's list of publications. *Mother Goose Nursery Rhymes I and II*, *Explorers*, and *Teddy's Party* received Parent's Choice Gold Awards and *Quickword*, a fast moving board game combining word skills, general knowledge and strategy, received the What Toy Gold Award for the best new board game when it was released.

U.S. Games Systems rounds out its product list with custom decks which are produced for companies and organizations to promote their products and events. The company is also the exclusive distributor to bookstores of United States Playing Card Company brands, including

Bee, Bicycle and Congress playing cards.

Continued growth and sales have recently resulted in the appointment of Granville Gargiulo, an accounting and management executive, as president of the company. This will allow Kaplan to pursue new product opportunities to add to his already full house.

U.S. Games Systems, Inc., the Stamford, Connecticut based publisher of tarot cards, books, playing cards, children's games and special theme playing cards, will enter the fast-paced collectible card game market with *Wyvern*, *The Game of Dragons*, *Dragon Slayers* and *Treasure*. Scheduled for release in January 1995, *Wyvern* is the creation of gaming enthusiast and WCBS.FM radio personality, Mike Fitzgerald.

Wyvern is based on actual dragons in mythology and features a kingdom of mythological creatures, characters and settings. Players rule over a vast empire where the dragons are paid gold treasure to fight for them. The object of *Wyvern* is to defeat an opponent's army on a battlefield of *Dragon* and *Terrain Cards*, while keeping as many gold pieces as possible. *Treasure* and *Action cards* help players formulate an overall strategy and decks can be built in unlimited combinations of cards. Since victories and losses can both carry values, strategies continue to change and evolve during play.

"I wanted to do a fantasy game that was easy to learn and play," says Fitzgerald, "but varied in planning and tactics. Coming to the drawing board as a player first, I wanted my game to offer a lot of depth in strategy and scope. I also wanted artwork consistent with the word collectible. The artwork by Peter Pracownik, under the direction of Terry Donaldson, is exciting and mystical."

Mike Fitzgerald brings more than gaming enthusiasm to *Wyvern*. He is a rated chess player, who has been running game clubs and leagues in the New York City area for over 15 years. He is a playtester and tournament director for the Avalon Hill Game Company.

Additionally, he has won national titles in several of their competitions. Mike feels that the collectible card game is the greatest thing to hit gaming in years and he actively promotes this concept.

The Premier Limited Edition of *Wyvern* contains 136 different cards. The second print run will add 45 more cards and expansions sets will follow. Sets include common, uncommon and ultra-rare cards. The ultra-rare cards in gold and silver foil can be used in the game or redeemed to U.S. Games Systems for cash. *Wyvern* will be sold in 60-card Starter Decks (\$7.95) and 15-card Booster Packs (\$2.50).

WYVERN™

THE GAME OF DRAGONS, DRAGON SLAYERS, AND TREASURE

Created by Mike Fitzgerald
Illustrations Designed by Terry Donaldson
Artwork by Peter Pracownik



U.S. GAMES SYSTEMS, INC.
Publisher
Stamford, CT 06902 USA

There are four basic kinds of cards in the game. There are Dragons (Red), Terrain (Green), Action (Purple), and Treasure (Gold).

LET'S PLAY: You rule over a vast Empire and have an army of Dragons. In mythology, Dragons were first used to guard treasure. Dragons love gold and in Wyvern™ you must pay them to fight for you. You start the game with a payroll of 25 Gold Pieces (see Game Setup) and you are trying to defeat your opponent's army while keeping as much of your Gold Pieces as possible.

The game ends when one player has no Dragon or Terrain cards in his Battlefield. He has lost the game. The winner scores 25 points plus one point for every Gold Piece he has left and one point for each Dragon and Terrain Card in his Battlefield. The loser scores half his remaining Gold Pieces rounded down. The standard Wyvern™ match is to play until one player has 100 points. You can also play until the winner is the player with the most points after a preset number of hands. We suggest at least two hands to determine a winner.

WYVERN™

Wyvern™ is a fantasy, collectible, trading card game. You will find that the cards are real works of art that you will want to collect. They also make a great card game. Many players keep some cards in binders for their collection and play with the rest. The starter deck contains a random assortment of 60 cards. The current Wyvern™ universe contains 136 different cards with many more to come. Cards are either common, uncommon, rare or ultra-rare. You can play with each person having their own deck or see the special rules for playing from one player's collection.

INTRODUCTION: Wyvern™ is a fast-paced card game designed for two players based on the mythological world of Dragons, Dragon Slayers, and Treasure. Each Dragon in the game is an actual Dragon in mythology. You will find the Dragon Slayers, Treasure, Terrain, and many of the Action Cards also come from mythology.

THE CARDS: Look through your cards as you read the rules to familiarize yourself with

the content of the cards. You will find that after a couple of games you will not need the rules since most of the game play information is on the cards.



- ① Card Type
- ② Name of Card
- ③ Artwork
- ④ Gold Piece
- ⑤ Symbols (if any)
- ⑥ Game Information Section
- ⑦ Non-Game Comments (if any)
- ⑧ Collector's Number

After the first game the loser of the previous game goes first. Follow the sequence of play as follows:

- Phase 1 - Draw Phase
- Phase 2 - Treasure Placement or Replacement Phase
- Phase 3 - Movement Phase
- Phase 4 - Action Phase
- Phase 5 - Battle Phase
- Phase 6 - Second Action Phase
- Phase 7 - Discard Phase

PHASE 1 - DRAW PHASE

Draw the top card from your Treasure

Horde Draw Pile and add this to your hand.

PHASE 2 - TREASURE PLACEMENT OR REPLACEMENT PHASE

You may place one Treasure Card from your hand face up in one of the four Treasure Card positions in your Battlefield, provided there is at least one Dragon or Terrain Card in that row, or you can discard a Treasure Card from your Battlefield and replace it with one from your hand. If the Treasure Card from your hand has any Gold Piece Symbols on it you must pay that amount as you bring the card into play. This Gold is placed in the Gold Mine Pile shared by both players. Many

GAME SETUP: To start the game you must select 15 or more of the Dragon cards (Red) and/or Terrain Cards (Green) to put in your Dragon Lair Draw Pile. Then you must put 35 or more Action Cards (Purple) and/or Treasure Cards (Gold) in your Treasure Horde Draw Pile.

Each player needs to keep track of his Gold Pieces. Chips or small counters are recommended. Start each player with 25 Gold Pieces and put some extra counters in a Gold Mine Pile shared by both players.

Shuffle each Draw Pile and take the top six cards from your Dragon Lair Draw Pile. Look at the cards and put them face down in the six Dragon and Terrain Battlefield positions.

If both players agree, you can take the top card from your Treasure Horde Draw Pile and place it face down behind the Battlefield. The winner of the game wins this card.

Draw the top seven cards from your Treasure Horde Draw Pile. This is your hand to start the game.

If this is the first game of a match, determine who goes first by any random method.

Wyvern™: The Game of Dragons, Dragon Slayers, and Treasure

Created by Mike Fitzgerald
Illustrations Designed by Terry Donaldson
Artwork by Peter Pracownik

Playtesters: Doug Bissonnette, Gary Miller, John Vivari, Patrick Carey, Vernon Rhode, Steve Rugh, Janine Arents, Steve Jones, Jerry Castro, Bob Morris, Jerry Manning, Andy Madison, Jim Wiley, Thomas Curran, Ted Kum, Mark Ayen, Mark Hillan, Mark McBride, Rich Rosenfeld, Jeff Rider, Bruce Sheppard.

U.S. GAMES SYSTEMS, INC.
179 Ludlow Street • Stamford, CT 06902 USA

ISBN 0-88079-168-3

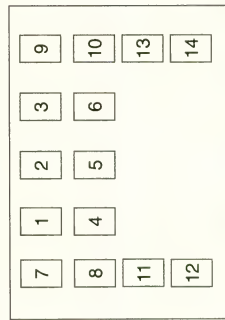
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Booklet printed in Belgium

PLAYING AREA: Because many of the cards in Wyvern™ are played face down and then turned face up during play, it is important to play on a clean surface. Many players like to play on some kind of mat or felt. Here is what each player's playing area looks like:



- 1-6 Dragon and Terrain Card Positions (face down)
- 7-10 Treasure Card Positions (face up)
- 11 Dragon Lair Draw Pile (face down)
- 12 Dragon Lair Discard Pile (face up)
- 13 Treasure Horde Draw Pile (face down)
- 14 Treasure Horde Discard Pile (face up)
- Gold Mine Pile is located conveniently between players.

Treasure Cards will affect Dragons in the row that the Treasure Card is placed and some will require additional Gold payments to do certain things. Any additional payments are noted in the Game Information Section of the card.

PHASE 3 - MOVEMENT PHASE

You may change the positions of any two cards in your Battlefield, including Treasure Cards. Treasure Cards must always be in one of the Treasure Card positions in a row that has at least one Dragon or Terrain Card, and Dragons and Terrain Cards must always be in the Dragon and Terrain Card positions.

PHASE 4 - ACTION PHASE

Both players may play as many Action Cards as they wish starting with the player whose turn it is. They are played one at a time until neither player wants to play anymore. If the Action Card has any Gold Piece Symbols on it the player must pay as the card is played. Place the Gold Pieces in the Gold Mine Pile.

There are four kinds of Action Cards:

Action Cards are the standard Action Cards you play during this phase of your turn.

Battle Action Cards are only played during the Battle Phase (Phase 5).

Dragon Slayer Action Cards can only be played on your turn during this Action Phase (Phase 4). You can only play a Dragon Slayer Card on a face up card that the Dragon Slayer can affect. For example, Beowulf (Dragon Slayer) kills any Dragon of 0 or less Strength. You cannot play Beowulf on any Dragon that is not currently 0 or less Strength. You can only play St. George (Dragon Slayer) to get rid of a Treasure Card. You can only play one Dragon Slayer Action Card per turn and it must be on your turn. If you play a Dragon Slayer Action Card you skip the Battle Phase (Phase 5). When a Dragon Slayer kills a Dragon it is not considered a Battle for game purposes. Treasures that increase a Dragon's Strength on defense would apply since the Dragon is defending against the Dragon Slayer. Treasures that give something to the winner or loser of a Battle do not apply when a Dragon Slayer is played.

Reaction Cards are played in response to the play of certain cards. The Game Information Section of the card explains when to use the card and what happens.

Many Treasure Cards can be used during the Action Phase. Read the Game Information Section of the Treasure Card to see if it can be used now or must wait until during or after a Battle Phase.

PHASE 5 - BATTLE PHASE

You select one of the Dragons in your Battlefield. If it is face up you simply announce the card it is attacking. Dragons can attack any card one row away. Flying Dragons can fly over one row to make their attacks. If the Dragon you select is face down you must pay the Dragon to battle. You turn the Dragon face up and pay Gold Pieces equal to the Strength number in the Game Information Section of the card and any Gold Piece Symbols on the card. For example, if you want to battle with Pan Lung you must pay his Strength, which is 0 and 1 Gold Piece for the one Gold Piece Symbol on his card for a total of one Gold Piece. If you want

to use Wyvern in this battle you turn Wyvern face up and pay 4 Gold Pieces for his Strength. Since Wyvern doesn't have any Gold Piece Symbols on his card the total is 4 that you would pay. Place the Gold Pieces in the Gold Mine Pile. You will notice that many Scouts are free to turn face up since they are 0 Strength and have no Gold Piece Symbols on their cards.

Sometimes Dragons get turned back face down during a game. If this happens be sure to put a counter on the Dragon so you know you have already paid that Dragon to fight. You only pay once for each Dragon. This happens the first time the Dragon is turned face up. You can attack face down or face up cards. If you attack a face down card it is turned face up. If it turns out to be a Dragon the owner of that card must pay the Gold Pieces required to pay that Dragon to battle.

BATTLE POSSIBILITIES

Dragon vs. Dragon: Compare the Strength Numbers of each Dragon. Include any Treasure Card effects that might alter their Strength. The Dragon with the lower number

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plays Battle Action Cards first. (If both numbers are the same the defending Dragon is losing the battle and plays Battle Action Cards first). Battle Action Cards can continue to be played until neither side wants to play anymore. If there are any Gold Piece Symbols on the Battle Action Cards you are playing you must pay that amount to play the card. Place the Gold Pieces in the Gold Mine Pile. After all Battle Action Cards have been played and Treasure Card effects used, the Dragon with the highest Strength (or the attacker in the case of a tie) wins the Battle. The winning Dragon goes back to his attacking position, face up, while the losing Dragon is discarded to the owning player's Dragon Lair Discard Pile.

Dragon vs. Terrain: Look to see if the Dragon is a Scout. If the Dragon is a Scout, the Terrain Card is immediately discarded to the owning player's Dragon Lair Discard Pile and has no effect. Remember that no matter what it says on a Terrain Card, a Scout always destroys a Terrain Card. This is the only rule that takes precedence over what

the cards say. **If the Dragon is not a Scout**, the Terrain Card applies to the Dragon. Some Terrain Cards apply only to Flyers or Non-Flyers. Other Terrain Cards will only work if the Dragon is within a certain Strength range. **If the Terrain Card does not apply** to the Dragon, the Terrain Card is discarded to the owning player's Dragon Lair Discard Pile. **If the Terrain Card does apply** to the Dragon, follow the instructions on the card. If the Terrain Card reduces the Strength of the Dragon, or makes it suffer some game penalty, place the Terrain Card on the Dragon as it returns to its Battlefield position. **If the Terrain Card kills the Dragon**, both the Terrain Card and the Dragon are discarded. The player who owns the Terrain Card takes Gold Pieces from the Gold Mine Pile equal to the Gold Piece Symbols on the Terrain Card. Terrain Cards are the only cards that allow you to gain the Gold Pieces equal to the Gold Piece Symbols on the card instead of paying them. You only get the Gold Pieces if the Terrain Card applies to the Dragon attacking it. The owner of the Terrain

Card then takes the top card from his Dragon Lair Draw Pile and places it face down where the Terrain Card was located. Again you can only do this if the Terrain Card applies to the Dragon who attacked it. No Battle Action Cards can be played when a Dragon attacks a Terrain Card. This is not considered a Battle for game purposes.

DRAGONS CAN HAVE LESS THAN 0 STRENGTH. DRAGONS ARE ONLY KILLED WHEN THEY LOSE A BATTLE WITH OTHER DRAGONS, OR ARE KILLED BY A DRAGON SLAYER OR KILLER TERRAIN.

Help in Battle: Some cards allow more than one of your Dragons to fight in a battle. When this happens you add the current Strength of all Dragons in the Battle. If you lose the Battle, all the Dragons that fought in the Battle for you are killed. If you bring a face down Dragon into the Battle, you must pay the required Gold Pieces at this time.

Replacing Dragon or Terrain Cards: If you don't have any Dragons to attack with or do not wish to attack you must take one card from your Battlefield (not a Treasure Card). Place the card from your Battlefield on your

Dragon Lair Discard Pile and replace it with the top card from your Dragon Lair Draw Pile. All Discard Piles in Wyvern™ are face up. When you discard a card from your Battlefield that is face down you do not have to pay any Gold Pieces if it is a Dragon Card and you do not get any Gold Pieces if it is a Terrain Card. If you run out of cards in your Dragon Lair Draw Pile and cannot attack, then you must discard a card from your Battlefield (not a Treasure Card) without replacing it. This will cause you to lose the game if it is the last Terrain or Dragon Card in your Battlefield.

Row Changes: If the last Dragon Card or Terrain Card is eliminated in a row after a battle, then any Treasure Cards in that row are discarded to the owning player's Treasure Horde Discard Pile and the remaining row automatically becomes the first row.

PHASE 6 - SECOND ACTION PHASE

Same rules as in Phase 4 except you cannot play a Dragon Slayer Action Card during this phase.

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PHASE 7 - DISCARD PHASE

If you have more than seven cards in your hand at this time you must discard into your Treasure Horde Discard Pile until you are down to seven cards.

If you run out of Gold Pieces at some point in the game, then you cannot play any Action Cards that require Gold payment. Also, you cannot pay any Dragon that requires Gold Payment to fight. You can only battle with Dragons you have already paid, or Dragons that will fight for free, like certain Scouts. If one of your face down Dragons is attacked and you do not have enough Gold Pieces to pay him to battle, the Dragon is immediately discarded into your Dragon Lair Discard Pile and you have lost that battle. If it's your turn and all you have left are Dragons face down that you can't pay to fight then you must discard one and replace it from the top of your Dragon Lair Draw Pile. You will hope for a Terrain Card that could give you some Gold if your opponent attacks it with a Dragon the Terrain Card applies to. It is very hard to win when you are out of Gold Pieces so try to pace yourself during the game.

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TIMING NOTE: In Wyvern™ every Action Card played takes effect before the next Action Card is played unless the play of the first Action Card is canceled by the play of a Reaction Card or a card that does not allow the play of the first Action Card. For example, in a Battle between Wyvern (4 Strength Dragon) and Celestial Dragon (5 Strength Dragon) there aren't any Treasure Cards affecting the Strengths so Wyvern is behind. Wyvern is the attacker, so if he can get to 5 Strength he could win this battle. His owner plays a Fire Breathing Battle Action Card to raise Wyvern's Strength to 5. Now Celestial Dragon is behind so his owner plays Frost Breathing, which does not allow any Fire Breathing in this battle. This returns Celestial Dragon to the lead 5 to 4. The Wyvern owner then pays one Gold Piece to play the Magnetic Field, which is a Reaction Card that can be played during a Battle. This cancels the play of any Action Card so the Frost Breathing card is canceled and discarded. Even if your card is canceled you must pay for it when you play it and you don't get the

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game. Remember there is an answer for every idea. One of our players came up with a deck of all Terrain Cards and Dragon Slayers. This works great until you meet a deck of Scouts. Another example includes a combination of Dragons that are stronger when face down and cards that can turn Dragons face down. You will have a lot of fun discovering the world of Wyvern™. This world will keep expanding as we add more cards to it in the future.

TOURNAMENTS AND LEAGUES: Wyvern™ lends itself very well to club league play and tournaments. You can play the game any way you like but we strongly suggest the following deck restrictions when playing in official leagues or tournaments. Each player cannot have any more than four of any one card in their deck. This adds to the interest and challenge of the game by bringing different cards into play. Some groups like to limit the Dragons to no more than one of any Dragon.

It's a lot of fun to draft your own decks from a common pool of cards and then do a round robin tournament where you keep track of a player's total points. With the scoring system in Wyvern™ you can gain points even if you lose, so each victory is not the same.

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cost back. Wyvern now leads 5 to 5 since he is the attacker. Celestial Dragon's owner now pays two Gold Pieces and plays Medea's Spell which makes Wyvern a 0 Strength Dragon. This applies to the Strength Number on the Dragon Card. You can still enhance that Strength with Battle Action Cards. Wyvern doesn't have a card to cancel Medea's Spell so his owner pays three Gold Pieces to play the Poison Chalice which makes the lower Strength Dragon win the battle. Nothing else is played so Wyvern has won and Celestial Dragon is discarded. This is just one example of the kind of wild card play possible in Wyvern™.

THE CARDS TAKE PRECEDENCE OVER THE RULES EXCEPT IN THE CASE OF A SCOUT. A SCOUT ALWAYS DESTROYS TERRAIN CARDS NO MATTER WHAT THE CARDS SAY.

WYVERN ULTRA-RARE CARD NO. 136

Wyvern Ultra-Rare Card No. 136 comes in silver and gold and is randomly placed in starter decks and booster packs. The card is a special Enchantment Card. It may only be played on a face up Wyvern (Card No. 1).

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Another fun way to play is to give each player One Starter Pack and One Booster Pack and play for a card in each game and see how the decks change and who can get the most points.

Feel free to start the game with more Gold Pieces if you want to play with very powerful decks. As long as both players agree you can try many variations.

For a longer game you can play with eight Dragon and Terrain Battlefield positions and four Treasure Card positions. Increase the starting Gold Pieces to 30 for this game. You may even want to try a larger Battlefield.

We are working on multi-player rules with some interesting Battlefield setups. These rules will be included with our next printing of cards. If you discover some fun ways to play Wyvern™ with more than two people please tell us about them. Questions or comments should be directed to:

Mike Fitzgerald
U.S. Games Systems, Inc.
179 Ludlow Street
Stamford, CT 06902 USA

or

E-mail - Michael@Delphi.com

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The Ultra-Rare Wyvern Card No. 136 in silver increases Wyvern's Strength by 1 and the Gold version increases Wyvern's Strength by 2. If, at any time both the Silver and the Gold Wyvern Cards No. 136 are played on Wyvern (Card No. 1), its Strength is increased by 4.

Wyvern's Ultra-Rare Cards No. 136 are also redeemable for cash directly from U.S. Games Systems, Inc. as follows:

Wyvern Ultra-Rare Card No. 136 in SILVER is redeemable for \$15.00 cash.

Wyvern Ultra-Rare Card No. 136 in GOLD is redeemable for \$25.00 cash.

When one each of Wyvern Card No. 136 in Silver and Gold from the **same Roman Numeral series are returned together** for redemption by one person to U.S. Games Systems, Inc., the cash payment is \$250.00 payable to the sender. Series are numbered I, II, III, IV, or V. Redemption of Series I cards is valid through December 31, 1995.

Wyvern Ultra-Rare Treasure Cards must be returned to: U.S. Games Systems, Inc., 179 Ludlow Street, Stamford, CT 06902 USA, Attn: Wyvern Redemption. Cards returned to U.S. Games

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Systems for redemption are subject to verification of authenticity based on the coded numbers pre-punched on the card, which are recorded at U.S. Games Systems' offices. All cards returned for redemption become the property of U.S. Games Systems, Inc. and are not returnable. Void where prohibited by law.

KEEP YOUR CARDS: Since some of your cards may end up in your opponent's Battlefield, it is helpful to put counters on these cards so you can get them back at the end of the game.

PLAYING FROM ONE COLLECTION: You can play Wyvern™ using one person's collection. You will have one Dragon Lair Draw Pile and one Treasure Horde Draw Pile for both players. Put at least 30 cards in the Dragon Lair Draw Pile and 70 cards in the Treasure Horde Draw Pile. When cards let you take cards from the Discard Piles you can get any card even if it was played by the other player. All the other rules are the same.

STRATEGY: Part of the fun of a game like Wyvern™ is discovering the combinations of cards that work well together. There are many ways to build a deck that can win in the

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Flights of Fantasy



DESTINI PRODUCTIONS presents the first collector card game to bridge the gap between fantasy art collectors, literary enthusiasts and gamers. All this in one product called, *Flights of Fantasy*. The core set will consist of 90 cards divided into three subsets: Science Fiction, Fantasy and Horror. Each subset of 30 cards will bring forth an intense storyline on the backs of these cards. Corresponding with the storyline will be a specially designed game concept never seen in this format before. All the artwork for the core set of 90 cards has been exclusively produced by Internationally known game illustrator, Ed Beard Jr. Ed began in May 1992.

All work on the 90 card core set has been painstakingly created to the exact specifications of the storyline. This is the first and only *Flights of Fantasy* collector card set and game of its kind.

The Flights of Fantasy Game

This concept which has never been seen before will appeal to the traditional roleplaying gamer, due to the highly realistic and detailed fantasy artwork, as well as the graphic novel-like backs of the cards. In addition, the game has a fresh new approach that allows the player to engage in a quick and fierce battle, based on the storyline concept. There are a variety of alternative ways to play depending on which you prefer. Uniquely designed random elements decide the game's fate to assure fair play. Some of the characteristics of the game consist of:

1. The Game (a) Each game section theme consists of 15 diabolically evil playing characters and 15 virtuously good playing characters. This is the minimum amount of cards per section that a player needs in order to conduct a game.

(b) The five realms of battle are where the evil character card is challenged by the good character card to engage in battle. One of the necessary weapons the players must have is an eight-sided die and a score sheet. The score sheet is needed to keep an accurate record of each of the five realms of battle to determine a winner of that round of play. The five realms of battle are

as follows: Sorcery, Strength, Stamina, Intellect and Agility. Once the two players have completed battling each character card in all five realms of play a winner is determined based on the highest score.

2. Alternative Ways of Play. (a) A player can opt to stay within one genre of battle or choose to play in two or a maximum of all three: Science Fiction, Fantasy and Horror genres at one time.

(b) Special randomly inserted game enhancement cards can add to the game play by the following: alter a character's powers, prevent an opponent from obtaining certain bonus points or deciding the fate of a tie.

3. Custom making your Flights of Fantasy deck arsenal (a) Two players agree to create their own combinations of the *Flights of Fantasy* characters by incorporating selections from the Science Fiction, Fantasy and Horror themes. The players need only to add up each of the individual character card bonus points to insure that each player has the exact total prior to beginning the game play.

The advantage of creating your own deck is a personal matter based on whether you prefer to play predominantly Science Fiction characters, Fantasy characters or Horror characters and based on the preferred realms of bonus points.

4. The Flights of Fantasy collectors card set and game expansion sets

(a) In addition to the randomly inserted, game altering bonus cards of the first series, the second series will include a continuation of all three storylines and predominantly concentrate on special character enhancement cards. These cards can increase or decrease points, as well as provide options for the individual player when playing one of these

enhancement cards in conjunction with the character card in battle at that time.

Catbeast (Horror section): This was once an innocent alley cat who was in the wrong place at the wrong time. An act of violence magnetizes the evil forces from Earth's own Hades to transform this feline to a beast. The Catbeast then sucks out the soul of the perpetrator and relinquishes it to the anti-Gogh.

The Catbeast possesses additional bonus points in the (Strength) realm of play. Illustrated by Edward Beard Jr.

The Hester (Horror section): This was once a small toy that brought joy and comfort to a young boy. However, when possessed by the mists of l'euful, the toy takes revenge on the boy's father. In turn, pulls the drunken, abusive man's soul. The Jester possesses additional bonus points in the (Stamina) realm of play. Illustrated by Edward Beard Jr.

Artimedes (Fantasy section): A lioness centaur with the ability to psychokinetically control the destination of her bows. She was sent by Castor to retrieve a healing crystal held by an enormous bat-like creature, *Lostomatid*. Artimedes possesses additional bonus points in the (Stamina) realm of play. Illustrated by Edward Beard Jr.

Pollux (Fantasy section): The evil twin to the good Castor, Pollux schemes to escape from his imprisonment on a barren planet. Once released from the planet he would wreak havoc on the entire universe.

Pollux possesses additional bonus points in the (Intellect) realm of play. Illustrated by Edward Beard Jr.

Other cards featured in the Science Fiction genre storyline depict Galactic Battle scenes and a wide variety of alien races. On the characters in this section is the evil Dr. M.E. Phistopheles, who commands and instructs a race of cybernetic beings, the M-6 Sentries. These Sentries have



Pollux: Contemplates

been instructed to alter other alien races' brain functions by a controlling device they ruthlessly attach to their alien victims.

In the Fantasy section, characters include hulking cyclope-like beasts, enchanted dragons, Druid Priests, underwater battle scenes, seductive mystical fairies and faraway lands that span from Prehistoric time to the future.

The *Flights of Fantasy* collectors card set and game storyline and illustration work throughout the entire set has been meticulously coordinated to graphic novel quality.

In addition to the *Flights of Fantasy* 90 card core set there will be a special Gallery set comprised of works that Ed Beard Jr. has created in the past for other publisher commissions. Also, a sneak peek at some of Mr. Beard's top students and associates, such as: Ron Roussele II, Melissa Benson, and Ralph Pecchia. All three have illustrated for Companion Games' product *Galactic Empires* (Primary Edition) under the direction of Ed Beard Jr. Melissa Benson has achieved world recognition for her works from the *Wizards of the Coast* product line.

The Gallery set will feature a variety of special cards, including the 9 puzzle cards which when assembled create the *Dragons of Space* which are comprised of 9 space dragons created for Companion Games *Galactic Empires* (Primary Edition). Note: A bonus card can be found inserted into the *Galactic Empires* starter decks regarding the puzzle.

Other special cards are as follows:

- ♥ 1000 autographed cards by the writer Kelly D. Grassette/Beard.
- ♥ 1000 autographed cards by Ed Beard Jr.
- ♥ Bio and prize cards to win original artwork from the set, valued up to \$10,000.
- ♥ 9 original paintings will be given away — 3 from each section.

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THE MAGIC Oracle

E

XCUSE ME. Are you telling fortunes," asked the woman in the coffee house. I get asked this question a lot. Not only because, as a follower of the Sikh religion I wear a turban, but also because I'm an avid player of Magic:

The Gathering. The appearance of the cards could confuse the average coffee drinking customer into thinking the hordes of Magic players around them are actually a mini-convention of soothsayers. But when you add the turban, I easily fit into some fortune telling mold cast long ago in the far east. "No, we're just playing this cool looking card game," I reply. "You're welcome to watch if you'd like."

"Oh, I see, well anyway like maybe you could tell my fortune. I mean just tell me what you think when I say two things." I don't think she heard me, or didn't want to hear me.

"Australia and Dan Smith. He wants me to go to Australia with him and well... just tell me what you sense." She seems so sincere. I relent and decide to have a little fun with it. "All right, draw two cards out of this deck." I'm playing my mostly green, multi-colored deck. "O.K. This first card will be for Australia—and it's... Birds of Paradise." Wow! That's neat I think to myself. I go on to explain/interpret how the Birds of Paradise provide energy; as a green card they indicate healing and regrowth. Generally, I explain, it seems like Australia appears pretty positive. Then she draws the card for Dan Smith...Disenchant. I hardly have to say anything. She just grins and says, "I thought so, he seemed like he could be a jerk." This event and other similar ones prompted me to create an oracle, or fortune telling, deck using Magic cards.

Philosophically, I believe that if you choose to give meaning to some thing or some system, then, either through the "powers that be", the force, the cosmos or even your own mental projection, that system will provide meaning. Just as a person might choose to see meaning in tea leaves, palms or kitchen utensils, so seems to be the case for me with the Oracle deck. Although some people might refer to the Oracle Deck as black magic or occult workings, I prefer to regard it as something akin to Love-me/love-me-not daisies or the I-Ching; either as pure fun (Hey, let's see what the Oracle says!), or as a powerful tool for personal insight and introspection.

Creating the Oracle Deck

Magic: The Gathering cards lend themselves well to stimulating our thoughts, ideas, concerns and questions as regards quests for insight. Artistically, they are, for the

most part, beautiful. The card's



images often evoke conscious or sub-

conscious feelings or ideas. Editorially, they often provide interesting quotes, or even instructions, that help the interpretation of a given question. The five colors (six, with artifacts) provide a range of "energies" that can impact an oracle reading. The diversity of cards and card types (i.e. summoning, instant, sorcery etc.) provide another powerful level of possible interpretation. And finally, the interaction and interrelationship of the cards to each other, based on the fact that they are part of a game, projects even more meaning into insight gathering.

After deciding to actually put together an oracle deck, I had to decide which cards to include. I didn't want to

include one of every card, as that would be a bit unwieldy with nearly 1000 cards to choose from. Consequently, I limited myself to the original M:TG basic set. Also, even though as a player I'm somewhat familiar with most of the cards, I am most familiar with the original series. I felt this familiarity would be helpful when trying to analyze the interrelatedness of cards in a reading. Furthermore, I decided that, for me, the deck should have 108 cards, a popular number in Eastern mystical and numerology systems. With that, I chose to have 18 cards of each color, including artifacts. And within each color, I was looking for a balance of the different types of cards, i.e. summoning, instant, etc. As for artifacts, I tried to choose a variety of artifact types, i.e. poly, mono, creature, etc. I was striving for balance in diversity. I didn't want all the creatures to be the biggest and strongest, so I included smaller creatures too. I attempted to balance extreme negative or positive cards with their various counterparts (Lifeforce balancing Deathgrip). And I also went for visually or editorially interesting cards. What I ended up with is a fascinating combination of cards that have provided some amazing and fun journeys into the realm of fortune telling, or insight gathering.

As you look over this list, and perhaps consider assembling an oracle deck of your own, remember that this is what works for me. What works for you may be different. Since there are several rare and hard to get cards in the list, I would encourage you to find appropriate substitutions when necessary.

For example, substituting the Sol Ring for the Black Lotus still provides for an artifact with a similar function, i.e. providing mana. I also would discourage the use of "proxy" cards. Part of getting an accurate reading, or perspective, is to stimulate our thoughts through images. Proxy, or substitute, cards don't provide for this.

The Oracle Deck List

ARTIFACTS

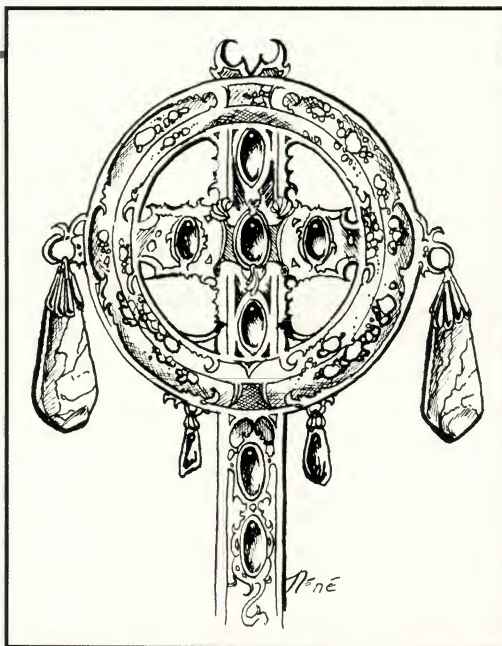
Black Lotus Artifact
Black Vise Continuous Artifact
Celestial Prism Artifact
Chaos Orb Mono Artifact
Cyclopean Tomb Mono Artifact
Disrupting Scepter Mono Artifact
Forcefield Poly Artifact

Gauntlet of Might Continuous Artifact
Helm of Chatzuk Mono Artifact
Icy Manipulator Mono Artifact
Illusionary Mask Poly Artifact

by Japji Singh Khalsa

Illustrations by NeNe Thomas

The Magic Oracle



Ivory Cup Poly Artifact
 Juggernaut Artifact Creature
 Library of Leng Continuous Artifact
 Living Wall Artifact Creature
 Rod of Ruin Mono Artifact
 The Hive Mono Artifact
 Winter Orb Continuous Artifact

BLACK

Animate Dead Enchant Dead Creature
 Bad Moon Enchantment
 Black Knight Summon
 Dark Ritual Interrupt
 Deathgrip Enchantment
 Demonic Hordes Summon
 Demonic Tutor Sorcery
 Fear Enchant Creature
 Gloom Enchantment
 Howl from Beyond Instant
 Mind Twist Sorcery
 Nettling Imp Summon
 Paralyze Enchant Creature
 Sacrifice Interrupt
 Sengir Vampire Summon
 Terror Instant
 Weakness Enchant Creature
 Word of Command Instant

BLUE

Air Elemental Summon
 Ancestral Recall Instant
 Braingeyser Sorcery
 Clone Summon
 Control Magic Enchant Creature
 Drain Power Sorcery
 Feedback Enchant Enchantment
 Jump Instant
 Lord of Atlantis Summon
 Mana Short Instant
 Phantasmal Forces Summon
 Prodigal Sorcerer Summon
 Psychic Venom Enchant Land
 Siren's Call Instant
 Sleight of Mind Interrupt
 Stasis Enchantment
 Timetwister Sorcery
 Twiddle Instant

GREEN

Aspect of Wolf Enchant Creature
 Berserk Instant
 Birds of Paradise Summon & Mana
 Cockatrice Summon
 Fog Instant

Instill Energy Enchant Creature
 Ironroot Treefolk Summon
 Lifeforce Enchantment
 Lure Enchant Creature
 Natural Selection Instant
 Regeneration Enchant Creature Regrowth
 Sorcery
 Shanodin Dryads Summon
 Stream of Life Sorcery
 Timber Wolves Summon
 Tranquility Sorcery
 Wall of Brambles Summon
 Wanderlust Enchant Creature

RED

Burrowing Enchant Creature
 Disintegrate Sorcery
 Dragon Whelp Summon
 Earth Elemental Summon
 Earthbind Enchant Creature
 Earthquake Sorcery
 False Orders Instant
 Fire Elemental -Summon
 Fork Interrupt
 Granite Gargoyle Summon
 Ironclaw Orcs Summon
 Lightning Bolt Instant
 Mon's Goblin Raiders Summon
 Raging River Enchantment
 Shatter Instant
 Smoke Enchantment
 Two-Headed Giant of Foriys Summon
 Wheel of Fortune Sorcery

WHITE

Armageddon Sorcery
 Balance Sorcery
 Benalish Hero Summon
 Blessing Enchant Creature
 Castle Enchantment
 Disenchant Instant
 Guardian Angel Instant
 Healing Salve Instant
 Holy Armor Enchant Creature
 Holy Strength Enchant Creature Island
 Sanctuary Enchantment
 Karma Enchantment
 Resurrection Sorcery
 Samite Healer Summon
 Serra Angel Summon
 Veteran Bodyguard Summon
 White Knight Summon
 Wrath of God Sorcery

Each card, or position, refers to a different aspect of the question. For example the first card refers to the "State of the Self." This card might indicate the emotional, physical or spiritual state of the person posing the question. Because space is limited, I've included a list of the 11 positions here, with only a very short explanation. Other reference books might suggest other systems, or more insights into the "Grand Cross." I also think custom, or personal, layouts could be successful. Perhaps a seven card pattern (since that's what we get dealt to start a game), or maybe a five card pattern (for the five colors) would work well, as long as the pattern and the individual positions help to provide a full perspective or view of the question at hand.

The Grand Cross

1) STATE OF THE SELF

This card indicates the state-of-being of the questioner.

2) PRESENT CONTEXT

This card indicates the overall situation, practically and cosmically, at the time of the reading.

3) IMMEDIATE CHALLENGE

This indicates the difficulties that must be dealt with or something to be mastered to meet the outcome of the reading.

4) HIGHEST OUTCOME

This indicates what the querter wants more than anything and what he/she should be striving for.

5) DEPARTING DIFFICULTY

This is something that has been making things hard for the querter. The difficulty is now moving into the past and should no longer be a hindrance to the querter.

6) PAST CONTEXT

This describes what has just happened prior to the reading and what has led up to the present situation.

7) NEXT DEVELOPMENT

This is an event that will happen soon after the reading, possibly within an hour, a day, a week or whenever.

Doing a Reading

Putting together an Oracle deck may seem like the largest challenge to the quest for insight. However, after getting the cards together, you need to start using and working with them. The typical reading involves a pre-determined set of cards, or layout, to help guide the thoughts and insights through the question at hand. I use a layout called the "Grand Cross" which requires 11 cards laid out in a pattern similar to a cross.

The Magic Oracle

8) FUTURE CONTEXT

This card reflects the state of the environment and the individual as it affects the processes and issues of the question in the future.

9) ENVIRONMENTAL REACTION

This card indicates the reactions of the querster's friends, family and associates, and the influence they may have, as it relates to the question.

10) HOPE OR FEAR

A negative card may indicate what the questioner fears regarding the resolution of the question. A positive card will indicate the hope of the querster.

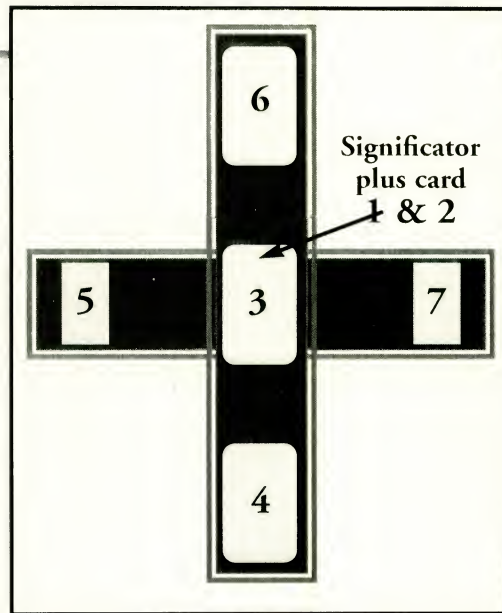
11) THE FINAL OUTCOME

This is the end result of the scenario of the reading. It sums up the entire situation, and indicates where the process is going.

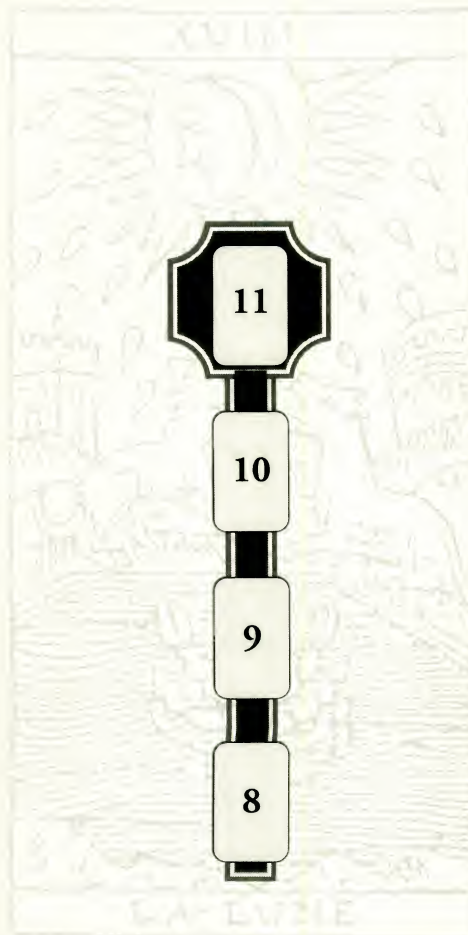
To start a reading, I ask the querster (the person asking the question) to clarify the question in his/her head as they cut the deck, face down, repeatedly. I let them decide if they want to tell me the question, or keep it to themselves. It's easier to interpret the meaning of cards when I know the question, but it's a fun challenge when I don't. I then describe the position, or description, of the card that they are cutting for, working from the first to the last of the cards in the Grand Cross pattern. When they indicate the card they've chosen for that particular position, I place it on the table face down in its proper position. Then I describe the next card as the Querster continues to cut or shuffle until they feel they've come to the right card. Repeat this process until the pattern is complete, in my case, until 11 cards have been chosen. Then the interpretation begins – and the challenge.

Turn over the first card of the reading. Take notice of the card, including its picture, color, effect, casting cost, upkeep effects and text. Go for your intuitive hit when describing how this card might apply to the question as it relates to the particular position within the reading. Sometimes cards are blatantly obvious and an explanation is hardly needed. For example, someone who's question is "How can I get out of debt?" might find the Black Vise card in the State-of-self position to be painfully accurate without a lot of explanation or interpretation. However, often times making sense of a card requires some deeper thought. Give it time.

I find it essential to include the querster in interpreting cards. I like to think of myself not as a "soothsayer", but more like a tour guide. I encourage people to tell me what they think of each card. If they play Magic, this can be especially helpful because people have individual relationships, both positive and negative, to certain cards.



Sometimes a particular card just doesn't make a lot of sense. I like to then continue with the reading to see what other cards come up. This can begin to put the puzzle together, as you start to see the big picture. Remember to "take a step



back" from the reading and get an overall perspective. What's the overall color of the reading? What cards tend to work with or against each other? How does a certain card, or combination of cards, work in game play?

Are they cards the querster likes to play with or hates to play against?

Remember to listen to the person for whom you're doing the reading. They might say something that will provoke an image or idea for yourself that will help further the depth of the interpretation.

It would be beyond the scope of this article to provide a card-by-card analysis for oracle interpretation. Partly this is because a card will have different meanings, in different positions, with different questions.

However, by my observation, there are a few recurring themes. Blue cards tend to indicate something occurring in the realm of the mind, either one's own mind games or those of others involved with the querster. Black cards often reflect difficult emotions such as grief, fear or pain. Red cards may indicate powerful, pro-active or possibly catastrophic events in a person's life. Green cards provide emotional healing and are often involved with transitions into different modes of being. White cards reflect divinity, dignity and purity in thought and deed. Cards with upkeep costs or that require paying mana to activate, seem to indicate that the querster must expend energy, monetary or personal, to achieve (or avoid) certain results.

Walls are most often personal or environment blocks to movement emotionally, spiritually or otherwise. Alas, sometimes readings just plain don't make sense. It happens sometimes. Remember to keep it fun and not take it too seriously.

Finally, as you're having fun with your Oracle deck, be considerate of the people for whom you do readings. Often times people will entrust you with personal experiences or thoughts in order to bring more ideas to the reading. Maintain that trust by keeping these things confidential and by not ridiculing or judging them. Also, I like to give people a written copy of the layout when we're done reading, so they have something to refer to or contemplate. This can also provide a starting point for a follow-up reading based on an earlier question.

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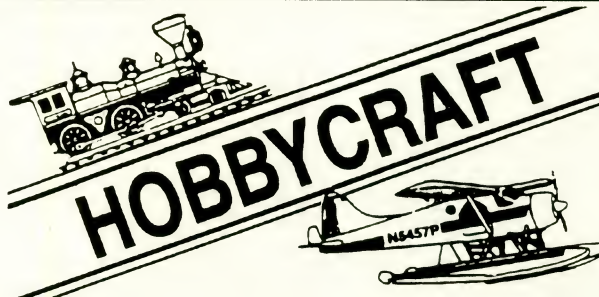
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Oops

The Definitive Guide to Magic Misprints

by Paul Waterman

Why is That Card Green?

Dominia's Errors Through the Ages

Let's face it, Magic is a complex game. I can count 11 distinct elements on Magic cards. (Can you name them? They're listed at the end of this article.) There are now over 900 unique cards in Magic, and many of those have several variations. With that level of complexity, it's not particularly surprising that a few problems have cropped up.

This article describes the various Error Cards that have occurred in Magic: The Gathering and in the various expansion sets.

When you hear people refer to Error Cards there are a number of different things they could be referring to. Error Cards is a really broad

term, and can be broken down into several more descriptive categories.

The first category is the true error — the misprint. A card is a misprint when something just goes wrong. They know what the card should say and look like, but somehow what comes out isn't what was expected.

This can be due to computer glitches, errors on the part of the person making the master press sheets, or any number of other reasons.

The second category is what I lovingly refer to as the 'oops' category. This is what happens when a card comes out exactly how they planned it, but after it's already in print they realize that the wording is bad, that the cost is too little, that it can do something they didn't realize, or that it creates an intolerable situation when combined with one or more other cards.

Wizards of the Coast often issues an official ruling or recommendation on how these cards should be played to fix the problem. Where possible, these cards are also fixed in later printings.

The third category is the *clarification* or *correction*. This happens when Wizards of the Coast decides that a card may be too easily misunderstood, or that it doesn't quite do exactly what they want. As a result, they change the text slightly or add a helpful reminder. Many cards also needed clarification or correction when they changed the rules between the **First Edition** and the **Revised Edition**.

Now, with no further ado, here's a description of the various errors through the ages.

General:

Oops: Many cards say something happens if it goes to the graveyard. These cards should be reworded so that the effect only occurs if it goes to the graveyard from play. Otherwise you end up with many abuses, such as discarding a Rukh Egg from your hand to get a Rukh. The cards which this currently applies to are as follows: Onulet (AQ/RV), Personal Incarnation (A/B/UL/RV), Rukh Egg (AN), and Su-Chi (AQ).

Correction: Cards which cannot be used against creatures summoned this turn should instead be played as if they cannot be used against creatures which entered their controller's territory this turn. The following cards are affected by this: Nettling Imp (A/B/UL/RV), and Siren's Call (A/B/UL/RV).

Correction: If a card talks about *discarding* something in play it means *destroy* instead.

Correction: If a card says that it destroys or discards *itself* when you use it, the destruction should be played as a *sacrifice* (i.e. part of the cost).

Wizards of the Coast has also issued rulings that certain cards, regardless of their edition, should be played with new wordings:

Basalt Monolith (Oops): In order to prevent various insanely powerful combinations, Wizards of the Coast has ruled that mana generated by any Basalt Monolith or Mana Vault may not be used to untap any Basalt Monolith or Mana Vault.

Conservator (Correction): This card should be played as if the text reads "(3)(Tap): Prevent up to 2 damage to any player." The reason for this is that most cards which refer to "loss of life" should instead refer to "damage."

Forcefield (Correction): This

card should be played as if the text reads "(1): Prevent all but 1 damage from an unblocked attacker." Please note that there was an error in the errata printed in Duelist #2, and the (3)(Tap) was inadvertently copied from the Conservator below it.

Living Artifact (Correction): Play this card as if it reads "Put a counter on Living Artifact for each damage done to you" (another change from "loss of life").

Mana Vault (Oops): See Basalt Monolith, above.

White Ward (Oops): Technically, a White Ward should remove itself from the creature it is placed on. Thus, it should be played with the following sentence tacked onto the end: "The protection granted by White Ward will not cause itself to be destroyed."

Alpha Printing:

Misprint: A number of cards in the Alpha printing had the artist incorrectly attributed. These cards (with the correct artist in parentheses) are as follows: Circle of Protection: Red (Mark Tedin), Death Ward (Mark Poole), Sedge Troll (Dan Frazier), and Tropical Island (Jesper Myrfors).

Misprint: When putting the cards together, Wizards of the Coast used capital letters to represent the various mana colors (B, U, G, R, and W for black, blue, green, red, and white, respectively). When the press sheets were created, these were replaced with the appropriate mana symbol. Unfortunately, they missed a number of them in the Alpha printing. The cards that had letters on them instead of mana symbols are as follows:

Demonic Hordes, Drain Life, Force of Nature, Phantasmal Forces, and Rock Hydra.

Misprint: In each and every case where Douglas Shuler did artwork for a card, his name was misspelled "Schuler."

Misprint: The Circle of Protection: Black and Volcanic Island cards were inadvertently left off the Alpha printing plates.

The following cards also had errors:

Basalt Monolith (Misprint): The mana symbol in the text was accidentally left off. The text should read... "spend (3) to untap."

Birds of Paradise (Misprint): Two slashes were accidentally placed between the power and toughness.

Cyclopean Tomb (Misprint): The casting cost was mistakenly left off this card (the mana circle is there, but it's blank). The correct casting cost is (4).

Red Elemental Blast (Misprint): This card is actually an Interrupt, but it says Instant on the card.

Unsummon (Misprint): The text on this card says "...enchancements on creature are CARD ed." This should be "...enchancements on creature are discarded."

Volcanic Island (Misprint): This card accidentally got left off the printing plate.



Oops

The Definitive Guide to Magic Misprints



Beta Printing:

Channel (Correction): The wording of the first sentence on this card was changed from "...for 1 life each" to "...at a cost of 1 life each," and the last sentence was changed from "Life spent this way is not considered damage" to "Effects that prevent damage may not be used to counter this loss of life." The Pocket Player's Guide description (p190) of what changed is incorrect.

Elvish Archers (Correction): The power and toughness of the Elvish Archers were switched around (from 1/2 to 2/1).

Icy Manipulator (Clarification): A "helpful reminder" was added to the card: "No effects are generated by the target card." Unfortunately, this helpful reminder tends to cause even more misunderstandings than the original text, and is part of the reason why they took the card out of the Revised Edition (they didn't want to reword the rewording).

Island Sanctuary (Correction): The phrase "the only creatures that may damage you" was changed to "the only creatures that may attack you."

Karma (Correction): "...Karma does 1 damage to the swamp owner during his or her upkeep" changed to "...Karma does 1 damage to the swamp owner during the swamp owner's upkeep."

Mana Short: The sentence "Opponent takes no damage from unspent mana" was added.

Nightmare (misprint): The

word "swamp" in the card text was flawed.

Orchish Oriflamme (Correction): The casting cost was changed from (1)(R) to (3)(R).

Twiddle (Clarification): The same helpful reminder that was added to the Icy Manipulator was added to Twiddle.

Revised Edition:

Quite a number of cards had clarifications or corrections between the Unlimited and Revised Editions. Because of space constraints I won't list those cards. There were a number of other error cards in the Revised Edition, however:

Disintegrate (Misprint): The words "and cannot be regenerated" were inadvertently left off this card.

Onulet (Misprint): The artist on this card was incorrectly listed. The artwork is actually by Anson Maddocks.

Serendib Efreet (Misprint): This card wins a lifetime misprint achievement award. The card is blue (as determined by casting cost), but incorrectly has a green border. The artwork is also wrong: the picture on the card is from the Arabian Nights Ith-Bif Efreet instead of the Serendib Efreet. The casting cost, name, power and toughness and card text are correct.

Arabian Nights Expansion Set:

Mountain (Misprint): This card was supposed to be another Desert, but somehow a mountain managed to sneak in instead.

Antiquities Expansion Set:

Reconstruction (Misprint): The Antiquities expansion symbol (an anvil) was inadvertently left

off this card. You can tell whether a Reconstruction is from Antiquities or the Revised Edition based on the outer border (black and white respectively).

Legends Expansion Set:

A number of cards credited the artwork to the wrong artist. These cards (with the correct artist in parentheses) are as follows: Active Volcano (Justin Hampton), Disharmony (Bryon Wackwitz), and Psionic Entity (Justin Hampton).

'rathi Berserker (Misprint): The card name shows up as "rathi Berserker." This is because the font used for card names does not have ' in it.

All Hallow's Eve (Misprint): This card is an enchantment, though the card incorrectly says it is a sorcery.

Blood Lust (Misprint): The first sentence of this card should read "Target creature..." instead of "Target creatures..."

Cocoon (Correction): Play this card as if the text says "Tap target creature you control and put three counters on Cocoon."

Firestorm Phoenix (Clarification): Ignore the word "instead" in the phrase "...return it to the owner's hand instead."

Imprison (Misprint): The gray circle that is supposed to be behind the (1) in the card text

is misplaced above the cost. As a result, it kind of looks like a lowercase "i" with a really big dot.

Knowledge Vault (Oops): After this card came out, they suddenly started thinking "Hmmm. What happens if somebody steals it? Do they get your cards?" Thus, add the following sentence to the card text: "If Knowledge Vault leaves play or your control, put all cards under it in your graveyard."

Relic Bind (Oops): Wizards has decided that relic bind is too powerful. It should be played as if the card reads "When target artifact that opponent controls is tapped..."

Spectral Cloak (Clarification): This card should be played as if the following sentence were tacked onto the card text: "Spectral Cloak does not destroy itself, any enchantments already on target creature, or any enchantments placed on target creature while it is tapped."

Venarian Gold (Correction): Play this card as if the text says "Put X counters on Venarian Gold" instead of "Put X counters on target creature."

The Dark:

A number of cards had artwork which were incorrectly credited to "Denise Detwiler." The artwork on these card should have been credited to "Dennis Detwiler."

The errors and revised card wordings for the "oops" cards below are not yet official, but be on the lookout for official WotC rulings on them.

Ball Lightning (Correction): Instead of reading "...is destroyed at the end of the turn in which it is summoned," this card should read "...is destroyed at the end of the turn in which it is brought into play."



Gaea's Touch (Misprint): The text on this card is shifted to the left, with no left margin and an extra wide right margin.

Eater of the Dead (Clarification): It is apparent that the Eater of the Dead's special ability to remove a creature card from a graveyard is intended to only be usable when the Eater of the Dead is tapped. Thus, add the following sentence to the card text: "This ability may only be used if the Eater of the Dead is tapped."

Runesword (Misprint): Apparently a hair got on the printing plates sometime during the printing process. As a result, some of these cards have a large black line running diagonally across the text box. These cards are being referred to as the "Hairy Runesword."

Now then, just in case you're still wondering, here are the eleven distinct elements that may appear on any given card: Outside border color (black for limited edition, white otherwise), inside border color (black, blue, green, gold, etc.), card name, casting cost (if any), card type (enchantment, etc.), artwork, artist, card text (if any), "flavor" text (if any), expansion symbol (if any), and power/toughness (if any).

(1) should be 1 colorless mana, (2) is 2 colorless mana, (B) is the black mana symbol, (R) is the red mana symbol, and (Tap) is the tap symbol.





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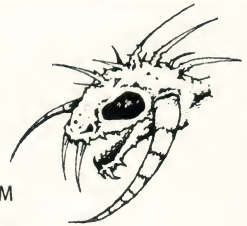
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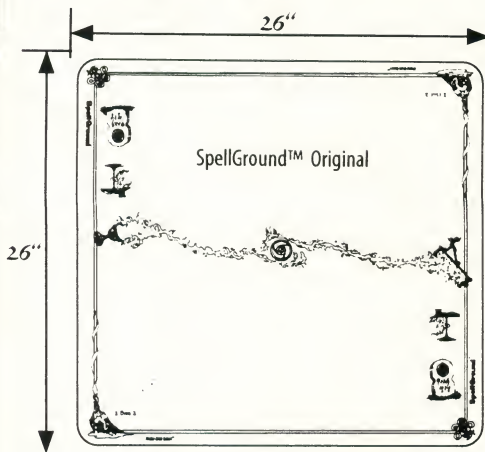
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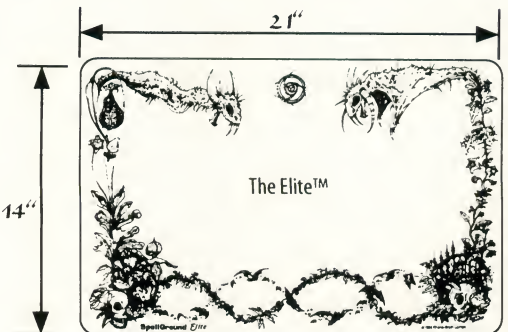


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Check List

STAR TREK: THE NEXT GENERATION

| NAME | RARITY | | | | | | | | |
|------------------------------------|--------|----------------------------------|---|----------------------------|---|----------------------------|---|------------------------------|---|
| Albert Einstein | R | Espionage: Klingon on Federation | C | Jenna D'Sora | U | Nitrium Metal Parasites | U | T'Pol | U |
| Alexander Rozhenko | U | Espionage: Romulan on Federation | C | Jera | C | Norah Satie | U | Tachyon Detection Grid | C |
| Alidat Jarok | R | Espionage: Romulan on Klingon | C | Jo'Brii | U | Mu'Daq | U | Taibak | U |
| Alien Abduction | U | Etana Jol | U | K'Enleyr | R | Null Space | U | Taitt | C |
| Alien Groupie | R | Evacuation | U | K'mpee | U | Mutational Shields | U | Takket | C |
| Alien Parasites | U | Evaluate Terraforming | R | K'Tal | U | Ocett | U | Tallus | C |
| Alien Probe | U | Evek | U | K'Tesh | C | Palor Toff-Allen Trader | C | Tam Elbrun | R |
| Alyna Nechayev | R | Excavation | C | K'Yada | U | Paltech | C | Tarelian Plague Ship | U |
| Alyssa Ogawa | U | Exocomp | U | Kahless | R | Pardek | U | Tarus | C |
| Amanda Rogers | U | Explore Black Cluster | R | Kareel O'dan | U | Parem | U | Tasha Yar | R |
| Amarie | U | Explore Dyson Sphere | R | Kargan | R | Partiele Fountain | C | Taul | C |
| Anaphasic Organism | C | Explore Typhoon Expanse | R | Kell | U | Pattern Enhancers | C | Taurik | C |
| Ancient Computer | R | Expose Covert Supply | U | Kevin Uxbridge | U | Pegasus Search | R | Tebok | U |
| Anti-Time Anomaly | R | Extraction | R | Khazara | R | Phased Matter | U | Telepathic Alien Kidnappers | U |
| Archer | C | Federation Outpost | C | Khitomer Research | R | Pi | R | Temporal Causality Loop | R |
| Armus-Skin of Evil | R | Federation Padd | C | Kivas Fajo-Collector | U | Plasma Fire | C | Temporal Rift | U |
| Asteroid Sanctuary | C | Fek'lhr | U | Klag | C | Plunder Site | U | Test Mission | U |
| Atmospheric Ionization | C | Female's Love Interest | C | Kie'eg | C | Portal Guard | U | Tetryon Field | C |
| Auto-Destruct Sequence | U | Fever Emergency | C | Klingon Death Yell | R | Q | R | The Devil | R |
| Avert Disaster | R | Firestorm | U | Klingon Disruptor | C | Q-Net | U | The Juggler | U |
| B'Etor | R | First Contact | U | Klingon Outpost | C | Radioactive Garbage Scow | U | The Traveler: Transcendence | U |
| B'ilik | C | Fleet Admiral Shanthi | U | Klingon Padd | C | Raise The Stakes | U | Thei | C |
| Ba'el | U | Full Planet Scan | U | Klingon Right of Vengeance | C | Rebel Encounter | U | Thomas Riker | R |
| Baran | U | Galathon | C | Kommel | U | Red Alert | C | Thought Maker | R |
| Barclay's Protomorphosis Disease | R | Gaps in Normal Space | U | Korath | U | Regional Barclay | R | Time Travel Pod | R |
| Batrell | C | Genetronic Replicator | U | Korris | U | Relief Mission | U | Toby Russell | U |
| Benjamin Maxwell | U | Geordi La Forge | R | Krios Suppression | U | Rem Fatigue Hallucinations | U | Tokath | U |
| Betazoid Gift Box | R | Giusti | C | Kromm | C | Repair Mission | C | Tomalak | R |
| Beverly Crusher | R | Goddess of Empathy | R | Ktarian Game | R | Res-Q | C | Tomek | C |
| Birth of Junior | U | Gorath | C | Kurak | R | Restore Errant Moon | U | Toq | U |
| Boehra | U | Gorta | C | Kurlan Naikos | R | Richard Galen | R | Torak | U |
| Bok | U | Gowron | R | Kurn | R | Riva | U | Toral | U |
| Borg Ship | R | Gravitic Mine | U | L'kor | U | Ro Laren | R | Toreth | R |
| Bynars Weapon Enhancement | R | Haakona | R | Leah Brahms | R | Roga Danar | R | Torin | C |
| Calloway | C | Hannah Bates | U | Life-Form Scan | U | Rogue Borg Mercenaries | C | Tox Ulthar | R |
| Chalnoth | U | Holo-Projectors | U | Linda Larson | C | Romulan Disruptor | C | Transwarp Conduit | U |
| Christopher Hobson | C | Hologram Ruse | U | Long-Range Scan | C | Romulan Outpost | C | Treaty: Federation/Klingon | C |
| Cloaked Mission | U | Honor Challenge | R | Lore Returns | R | Romulan Padd | C | Treaty: Federation/Romulan | C |
| Combat Vessel | C | Horga'hn | R | Lore's Fingernail | R | Runabout | C | Treaty: Romulan/Klingon | C |
| Cosmic String Fragment | U | Hugh | R | Loss of Orbital Stability | R | Sarek | C | Tricorder | C |
| Covert Installation | C | Hunt for DNA Program | R | Lursa | R | Sarjenka | R | Ysiolkovskiy Infection | R |
| Covert Rescue | U | Husnock Ship | U | Lwaxanna Troi | R | Sarthong Plunder | R | Two-Dimensional Creatures | U |
| Crosis | R | Hyper-Aging | U | Male's Love Interest | C | Satelk | R | Type VI Shuttlecraft | C |
| Crystalline Entity | R | I.K.C. Bortas | R | Male's Love Interest | C | Scan | R | U.S.S. Sutherland | U |
| Cultural Observation | R | I.K.C. Burak | R | Masala Transformations | U | Science Vessel | C | U.S.S. Britain | R |
| Cytherians | R | I.K.C. Hegh'ta | R | Matriarchal Society | U | Scout Vessel | U | U.S.S. Enterprise | R |
| D'deridex | C | I.K.C. H'Vort | C | McKnight | C | Secret Salvage | U | U.S.S. Excelsior | C |
| Darian Wallace | C | I.K.C. Pagh | R | Medical Kit | C | Seek Life-Form | U | U.S.S. Galaxy | U |
| Data | R | I.K.C. Qu'Vat | R | Medical Relief | R | Sela | R | U.S.S. Hood | R |
| Deanna Toi | R | I.K.C. Vor'Cha | C | Medical Tricorder | C | Selok | C | U.S.S. Miranda | C |
| Devinoni Ral | U | I.K.C. Vorn | U | Mendak | R | Shaka, When the Walls Fell | U | U.S.S. Nebula | C |
| Devoras | R | Iconia Investigation | U | Mercenary Ship | C | Shelby | R | U.S.S. Oberth | C |
| Diplomacy Mission | U | Iconian Computer Weapon | C | Metaphasic Shields | U | Ship Seizure | C | U.S.S. Phoenix | R |
| Disruptor Overload | C | Impassable Door | C | Methnar Booby Trap | U | Simon Tarses | C | U.S.S. Yamato | R |
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| Distortion of Space/Time Continuum | U | Incoming Message-Klingon | U | Mirok | U | Sirna Kolrami | U | Varel | C |
| Divok | C | Incoming Message-Romulan | U | Morag | U | Sito Jaxa | C | Varon -T Disruptor | R |
| Dr. Farek | C | Interphase Generator | R | Morgan Bateson | R | Soren | U | Vash | R |
| Dr. La Forge | R | Investigate Alien Probe | R | Not the Barber | U | Spacedock | C | Velkma | C |
| Dr. Leah Brahms | R | Investigate Anomaly | C | Movar | U | Starfleet Type II Phaser | C | Vektor | C |
| Dr. Reyga | U | Investigate Disappearance | R | N'Vek | U | Static Warp Bubble | C | Vulcan Mindmeld | U |
| Dr. Selar | U | Investigate Disturbance | R | Naglium | R | Strategic Diversion | U | Vulcan Stone of God | R |
| Dukath | C | Investigate Massacre | R | Nanites | U | Study Hole in Space | R | Warp Core Branch | R |
| Duras | R | Investigate Raid | R | Narik | C | Study Lonka Pulsar | R | Wesley Crusher | R |
| El-Adrel Creature | U | Investigate Rogue Comet | R | Naussicaans | U | Study Nebula | R | Where No One Has Gone Before | C |
| Emergency Transporter Armbands | C | Investigate Shattered Space | R | Near-Warp Transport | U | Study Plasma Streamer | C | William T. Riker | R |
| Energy Vortex | U | Investigate Sighting | R | Neela Daren | R | Study Stellar Collision | C | Wind Dancer | R |
| Engineering Kit | C | Investigate Time Continuum | R | Neral | U | Subspace Interference | C | Worf | R |
| Engineering Padd | C | Ishara Yar | U | Neural Servo Device | U | Subspace Schism | U | Wormhole | R |
| Eric Pressman | U | J'Ddan | C | New Contact | U | Subspace Warp Rift | C | Wormhole Negotiations | R |
| Escape Pod | C | Jaglom Shrek-Information Broker | R | Nitolar Rozhenko | U | Supernova | R | Yridian Shuttle | C |
| Espionage: Federation on Klingon | C | Jaron | C | | R | Survey Mission | R | Zibalian Transport | C |
| | | Jean-Luc Picard | R | | | | | | |

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by Craig Janssen

BACKGROUND:

Last year, Peter Adkison, president of **WotC**, told the playtesters of **The Primal Order** about **M:TG**. Until then, I had been mainly playtesting the **TPO** product line for **WotC**. Now, 5 months later, after getting to know the new Playtest Coordinator, Matthew Burke, I was set up as a playtester for the Magic expansion, **Fallen Empires!**

PRE PLAY TESTING:

To playtest you need to assemble a group of people, who preferably have access to the Internet. After getting my eager group together, the next step was to complete the Confidential Disclosure Agreements and send them in. Matthew Burke was to send out the playtest cards upon receiving our CDA's. After an unfortunate delay we began our test with just enough time to meet the first deadline.

PLAYTESTING:

My group of play testers started by setting a regular play schedule for **M:TG**, with the goal to play as much as possible. During each game we took notes to be compared later on.

Quite frankly, my group was disappointed with the quality and content of the cards we were issued.

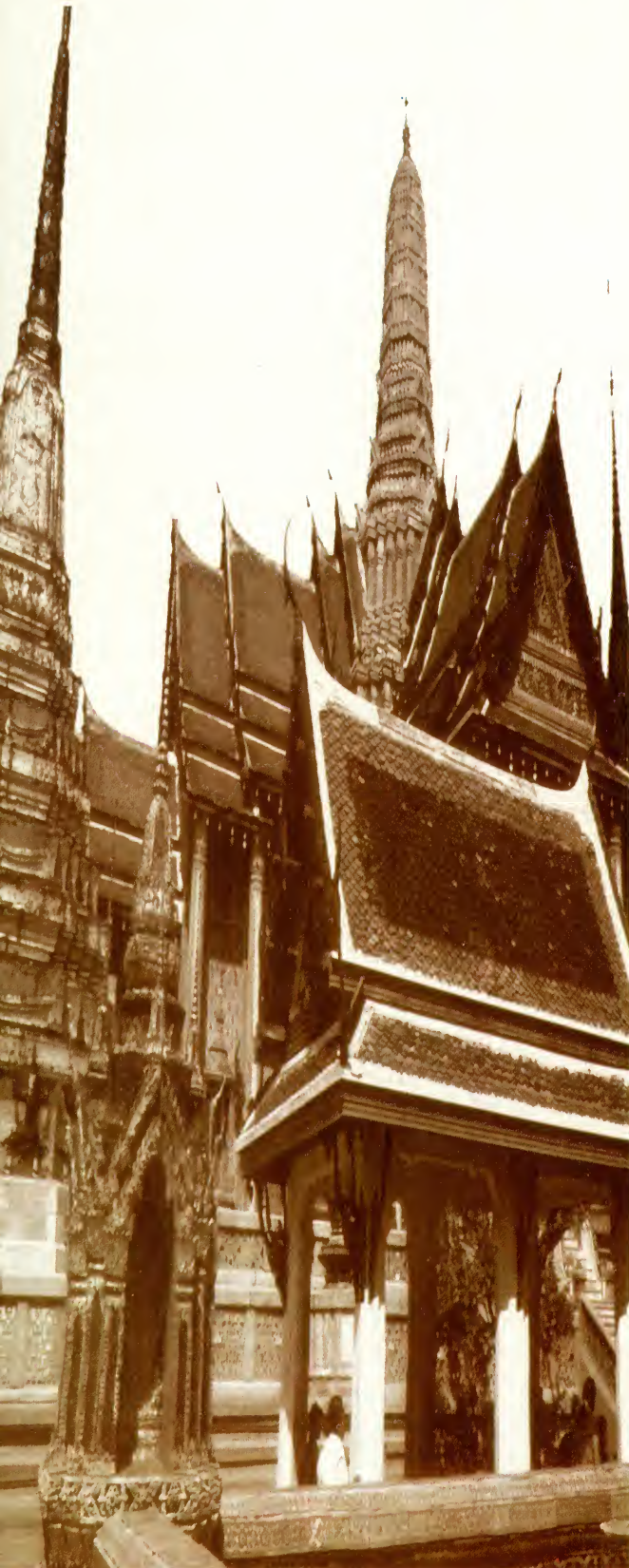
Having no previous experience with **Deckmaster** products, I thought we might see examples of the art, graphics and flavor text on them. We were issued black and white cards made of cardstock, not unlike what may be printed on a laser printer.

Fallen

These cards included no art or graphics.

I discovered later that cards of this nature are commonly used for playtesting. The typos were corrected in an errata posted on the **Fallen Empires** mailing list. My initial impression was mixed. I did not want to judge the set without getting a feel of the cards in play, but some of the others were not so patient and started making comments right off the bat. **WotC** established a private mailing list on the Internet for **Fallen Empires** and

soon my group, as well as other groups, were posting regular comments. It was interesting to find that most of the feedback from other groups reflected our own thoughts and feelings on the cards. Playtesting continued for between two and three weeks and our group submitted comments for each deadline. As the playtesting continued the volume of comments on the mailing list dwindled. It seemed playtesting was over that fast! Matthew Burke thanked us for our participation and comments.



Empires

Playtest Coordinator Matt Burke

POST

PLAYTESTING:

It seemed as though playtesting was completed in a whirlwind and the swiftness of it left my group with some unanswered questions. We thought playtesting should have lasted longer and felt as though we had missed something. After checking with Matthew Burke it was clear that we had not, but the interaction that existed between the designers and playtesters in the RPG playtesting line seemed to be missing.

Did we make an impact on the expansion? We were not sure. Most, if not all, of the other playtest groups were in agreement over the “problem” cards, but what to do with them was left unanswered. Various playtesters offered advice to the designers on what should be done.

The playtesters received several forms of compensation for their participation. First, we were able to preview all the possible cards to go into the set. (Not all cards will make the set for various reasons.) Second,

we were able to play **M:TG** for fun while providing input to the designers on the expansion set. Third, we were able to keep the test cards we used. Fourth, and perhaps most important, all playtesters will get their name in print with a line of credit. There is little more satisfying than that.

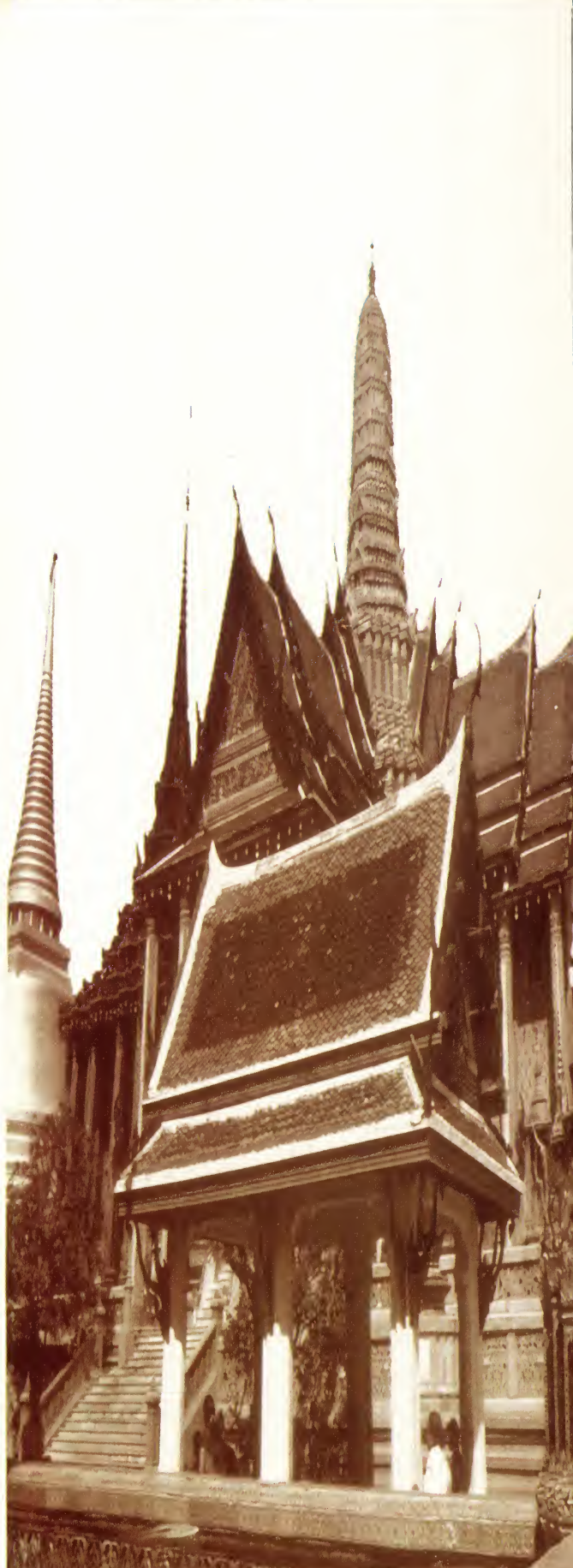
I enjoyed playtesting **Fallen Empires** even with the minor problems that my group encountered. Dealing with unforeseen problems is the nature of playtesting and it is the unknown that makes it exciting. Also, using the Internet for communication can lead to its own problems. Matthew Burke said, in a phone conversation, that the playtest process has been overhauled to correct the minor problems.

Matthew Burke did an excellent job in getting the **Fallen Empires** playtesting done on time. Playtesting provides a unique perspective into product development in the gaming industry and **WotC** in particular and I would recommend that players try it.

CONFESSIONS OF A PLAYTEST COORDINATOR

by Matt Burke

About a year ago, before I was an employee at **Wizards**, the creators of **Magic** asked me if I would like to participate in a playtest for their next **Deckmaster** game, **Jyhad**. As you can probably imagine, I was ecstatic. I was a regular player and playtester of **White Wolf's** *Storytelling* games, so I was already well versed in the *World of Darkness*; but the chance to



have a go at a card game based on *Vampire* was making me bounce off the walls! 'Betcha the art is already done on the cards and they're spell checked. Heck, I bet they're even in color!'

I thought to myself.

Well, as I soon discovered when I sat down to my first **Jyhad** session, I still had a lot to learn about playtest versions of games. There was no art or color on the cards, save that of black for the wording, and some of the cards were misspelled. "What did you expect?" asked the playtest coordinator, "That's why it's called a playtest. We're not here to test the artwork, just the game mechanics!"

Indeed.

Nonetheless, I tested **Jyhad** ceaselessly, and posted regular suggestions and inquiries to **Richard Garfield**, the designer of the game, over e-mail. As the months passed, and Richard released improved versions of the game to playtesters, I noticed that he had added to the game some of the suggestions that I, along with other playtesters, had made. Of course, I was very excited to see some of my contributions make it into the new versions. It felt as though **Richard** was sincerely interested in my ideas and that I was an integral part of the design process. When **Jyhad** was released in August of 1994, I was even more excited to find that some of the cards and rules that I, and other testers, had suggested to **Richard** were included in the finished product and I was impressed that **Richard** and **Wizards** were willing to put their faith in the testing teams to help develop a great game. Contrary to what many may think, playtesters can, and do, have a great significance on the development and overall quality of a game. At **Wizards of the Coast** this is practically a philosophy, playtesters are the quintessential backbone of the development of good games. As playtest coordinator for **Wizards**, I depend on my GQA (game quality assurance) teams to assist our Research and Development team in fixing every snag and loophole found in a new **Deckmaster** game and/or expansion set. Having these

teams on retainer has proven to be of utmost importance during the design process of our games. I'm sure that every game designer will agree with me that they can sometimes become disillusioned with their games, when they work on them too long and hard. Rules may seem perfectly clear to the designer, but will they be clear to the gaming community? Well, that's where the playtester comes in...

SO YOU WANT TO BECOME A PLAYTESTER?

How do you become a playtester for a game company? It's simple, actually. All you need to do is to write a letter to the playtest coordinator at the company of your

choice and inquire about playtesting their products. When writing the letter, mention how many years you've been gaming and include a list of all the games you've played during that time. This will help the coordinator determine where your expertise lies

and whether or not you have the needed experience to playtest their games. If you only have one or two years under your belt and you've played only a few card games on a once-in-a-while basis, you may want to become knowledgeable with a few more games and play the ones you know more often before you offer your playtesting services.

Then again, if you are an expert at playing a particular card game, some companies will see this as enough experience to get you started with playtesting. Still, if you only play one card game regularly, but you are really knowledgeable about a specific subject, say the *Dune* novels, and a game company is going to make a card game based on them, I'm sure they could use your help!

For example, **Wizards** has a **Deckmaster** game based on **Tolkien's Middle-Earth** on the boards for the future. Before playtesting begins, playtesters interested in working on it will have to take a little test to see how well versed they are on **Tolkien's** novels. After all, the last thing I want is a playtester who doesn't know a thing about **The Lord of the Rings**. Playtesters for this game will need to be at least a little knowledgeable about Tolkien's works and a proficient player of **Deckmaster** games. Fortunately, I've already found some playtest groups that cover both territories.

If you are accepted as a playtester, you will be requested to form a playtesting team and have

each member fill out and sign a Confidential Disclosure Form. This is simply a document that states that the signatory agrees not to reveal any confidential information about the playtest material they will receive. Keep in mind that some companies have a

waiting list to playtest their games. **Wizards** certainly has a huge one for **Magic**. Don't be discouraged if you are put on a waiting list. Eventually your team will be activated and you can relish in the joys of testing a new game.

What can you expect from a playtest version? As in my tale about testing **Jyhad**, don't expect any art on the cards, but do expect some misspellings. Additionally, the rules will sometimes be a bit rudimentary. After all, it's a playtest. Normally, a company will not bother to go through their Editing department before shipping the game to their playtesters. Editing will work on the cards and rules full time once the playtesting period is over and the next phase of production begins.

The game company expects playtesters to be as prolific in their

responses as possible. Playtest coordinators and game designers detest short responses. They would prefer a few pages of comments and questions instead of one or two paragraphs. When you send back your responses to the company, list each rule and card that you, and the members of your team, don't understand or don't like. The designers will be eternally grateful if you're picky. So if the rules or cards reek, let them know! They'd rather make no game at all than an imperfect game. If you and the game company have an e-mail account from any of the several networks available, all the better—you will usually be able to communicate with the playtest coordinator and/or game designer a lot more frequently with e-mail.

Make sure that you send your responses back in a timely fashion. If you miss the deadline, your team may be cut from the testing roster.

What do you get out of playtesting? There's always the gratification of having the inside scoop on a new game and having a hand in its development. Sometimes a game company will list their playtesters in the credits section, but this is usually only done with new games. At **Wizards** we list each of our expansion set playtesters in an upcoming issue of **The Duelist**. It would cost far too much (and be a real pain to customers) if we included a separate card in each booster pack listing designer and playtester credits.

Lastly, some companies will even give each playtester free product.

Be aware that if you playtest for a company that does give free product, they will cut a team a lot faster if the team yields few comments and generally does a haphazard job. Credit is given where credit is due.

Is there a waiting list to playtest **Deckmaster** products? If so, how can one sign up for it?

Well, I am going to begin working with a number of the **Magic** GQA teams that have been with us for awhile, plus a few new teams. After that, or until further notice, I won't be accepting new **Magic** playtesters, but I am still accepting requests for playtesters for other



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Last Card...

Kevin Davies of Peregrine, the producer of Murphy's World, is owed special thanks for sacrificing his health and working through the bottles on the wall to produce a revamped and gorgeous new face for SCRYE. Much thanks is owed to the Master of Doom and to the Mystical Friend for words of encouragement; to the Nightly Caller for the late night "are you finished yet?" refrain; to the slave in the high place, for giving me everything I need; and to the Great Oz, who hopefully will have accomplished the greatest feat the world has ever known.

The word of the month is: "RAISIN". If you're in the know, and write and tell me what it means I'll send you a booster pack. (Write to: 30617 US Hwy 19N, Ste. 700, Palm Harbor, FL 34684) Special Thanks to the new California Girl, Mr. Flights of Destiny and the Lady of the 35mm film, for always being there.

Until next time... I'll leave you with a new inside joke which gave us hours of enjoyment... I understand that the official tournament rules for Plaque Rats indicate that you can have only 32 in your deck, and the only way to stop them is with Mishra's Toothbrush with a Tartar Control enchant artifact creature.

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What **Deckmaster** products are currently being playtested and what projects are scheduled to be playtested in the next six months?

I'm getting ready to give our **Magic** GQA teams an expansion set that we plan to release in the middle of next year. In the next six months, playtesting should also be well underway for **Netrunner**.

How big should a playtest group be?

It's best if the team is between four and eight people. It's far easier to communicate with teams and read their comments from a group of this size.

What is the difference between In-House and Out of House playtesting?

Not much. The designers and I expect comments from employees on a timely basis just as we do from the

out-of-house teams.

I see that you have personally been involved in some of the **Deckmaster** products like *The Eternal Struggle*.

What other products have you personally been involved with?

Though I am the playtesting coordinator for

Wizards, I am also the

Jyhad product manager, so I spend a great deal of time working on developing

future products for that game.

Where do I write?

You can write to Matthew Burke at Wizards of the Coast, PO Box 707, Renton, WA 98057-0707.

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Illus. Sandra Everingham

Fallen Empires

| FALLEN EMPIRES | RARITY | | | | | | |
|---------------------|--------|------------------------|------|----------------------------|-------|----------------------|-------|
| Aeolipile | U1 Be | Elven Fortress | C1 G | Icatian Javelineers | C1 W | Spore Cloud | C1 G |
| Armor Thrull | C1 B | Elven Fortress | C1 G | Icatian Javelineers | C1 W | Spore Cloud | C1 G |
| Armor Thrull | C1 B | Elven Fortress | C1 G | Icatian Lieutenant | U1 R | Spore Flower | U3 G |
| Armor Thrull | C1 B | Elven Lyre | U1 A | Icatian Moneychanger | C1 W | Syelonite Priest | U3 U |
| Armor Thrull | C1 B | Elvish Farmer | U1 G | Icatian Moneychanger | C1 W | Syelonite Temple | U2 L |
| Balm of Restoration | U1 Be | Elvish Hunter | C1 G | Icatian Moneychanger | C1 W | Thallid | C1 G |
| Basal Thrull | C1 B | Elvish Hunter | C1 G | Icatina Phalanx | U3 W | Thallid | C1 G |
| Basal Thrull | C1 B | Elvish Hunter | C1 G | Icatian Priest | U3 W | Thallid | C1 G |
| Basal Thrull | C1 B | Elvish Hunter | C1 G | Icatian Scout | C1 W | Thallid | C1 G |
| Basal Thrull | C1 B | Elvish Scout | C1 G | Icatian Scout | C1 W | Thallid Devourer | U3 G |
| Basal Thrull | C1 B | Elvish Scout | C1 G | Icatian Scout | C1 W | Thelon's Chant | U3 G |
| Bottomless Vault | U1 L | Elvish Scout | C1 G | Icatian Scout | C1 W | Thelon's Curse | U1 G |
| Brassclaw Orcs | C1 R | Farrel's Mantle | U3 W | Icatian Skirmishes | U1 W | Thelonite Druid | U3 G |
| Brassclaw Orcs | C1 R | Farrel's Zealot | C1 W | Icatian Store | C1 W | Thelonite Monk | U1 G |
| Brassclaw Orcs | C1 R | Farrel's Zealot | C1 W | Icatian Town | U1 W | Thorn Thallid | C1 G |
| Brassclaw Orcs | C1 R | Farrel's Zealot | C1 W | Implements of Sacrifice | U1 Be | Thorn Thallid | C1 G |
| Breeding Pit | U3 B | Farrelite Priest | U3 W | Initiates of the Ebon Hand | C1 B | Thorn Thallid | C1 G |
| Combat Medic | C1 W | Feral Thallid | U3 G | Initiates of the Ebon Hand | C1 B | Thorn Thallid | C1 G |
| Combat Medic | C1 W | Fungal Bloom | U1 G | Initiates of the Ebon Hand | C1 B | Thrull Champion | U1 B |
| Combat Medic | C1 W | Goblin Chirurgeon | C1 R | Merseine | C1 U | Thrull Retainer | U3 B |
| Combat Medic | C1 W | Goblin Chirurgeon | C1 R | Merseine | C1 U | Thrull Wizards | U3 B |
| Conch Horn | U1 Be | Goblin Chirurgeon | C1 R | Merseine | C1 U | Tidal Flats | C1 U |
| Deep Spawn | U3 U | Goblin Flotilla | U1 R | Merseine | C1 U | Tidal Flats | C1 U |
| Delil's Cone | U1 C1 | Goblin Grenade | C1 R | Mindstab Thrull | C1 B | Tidal Flats | C1 U |
| Delil's Cube | U1 Be | Goblin Grenade | C1 R | Mindstab Thrull | C1 B | Tidal Influence | U3 U |
| Derelor | U1 B | Goblin Grenade | C1 R | Mindstab Thrull | C1 B | Tourach's Chant | U3 B |
| Draconian Cylx | U1 Be | Goblin Kites | U3 R | Necrite | C1 B | Tourach's Gate | U1 B |
| Dwarven Armorer | U1 R | Goblin War Drums | C1 R | Necrite | C1 B | Vodalian Knights | U1 U |
| Dwarven Catapult | U3 R | Goblin War Drums | C1 R | Necrite | C1 B | Vodalian Mage | C1 U |
| Dwarven Hold | U1 L | Goblin War Drums | C1 R | Night Soil | C1 G | Vodalian Mage | C1 U |
| Dwarven Lieutenant | U3 R | Goblin War Drums | C1 R | Night Soil | C1 G | Vodalian Mage | C1 U |
| Dwarven Ruins | U2 L | Goblin War Drums | C1 R | Night Soil | C1 G | Vodalian Soldiers | C1 U |
| Dwarven Soldier | C1 R | Goblin Warrens | U1 R | Night Soil | C1 G | Vodalian Soldiers | C1 U |
| Dwarven Soldier | C1 R | Hand of Justice | U1 W | Orcish Captain | U3 R | Vodalian Soldiers | C1 U |
| Dwarven Soldier | C1 R | Havenwood Battleground | U2 L | Orcish Spy | C1 R | Vodalian Soldiers | C1 U |
| Ebon Praetor | U1 B | Heroism | U3 W | Orcish Spy | C1 R | Vodalian Soldiers | C1 U |
| Ebon Stronghold | U2 L | High Tide | C1 U | Orcish Spy | C1 R | Vodalian War Machine | U1 U |
| | | High Tide | C1 U | Orcish Veteran | C1 R | Zelyon Sword | U1 Be |
| | | High Tide | C1 U | Orcish Veteran | C1 R | | |
| | | Hollow Trees | U1 L | Orcish Veteran | C1 R | | |
| | | Homarid | C1 U | Orcish Veteran | C1 R | | |
| | | Homarid | C1 U | Order of Leitbur | C1 W | | |
| | | Homarid | C1 U | Order of Leitbur | C1 W | | |
| | | Homarid | C1 U | Order of Leitbur | C1 W | | |
| | | Homarid Shaman | C1 U | Order of the Ebon Hand | C1 B | | |
| | | Homarid Spawning Bed | U3 U | Order of the Ebon Hand | C1 B | | |
| | | Homarid Warrior | C1 U | Order of the Ebon Hand | C1 B | | |
| | | Homarid Warrior | C1 U | Orgg | U1 R | | |
| | | Homarid Warrior | C1 U | Raiding Party | U3 R | | |
| | | Hymn to Tourach | C1 B | Rainbow Vale | U1 L | | |
| | | Hymn to Tourach | C1 B | Ring of Renewal | U1 Be | | |
| | | Hymn to Tourach | C1 B | River Merfolk | U1 U | | |
| | | Hymn to Tourach | C1 B | Ruins of Trokair | U2 L | | |
| | | Icatian Infantry | C1 W | Sand Silos | U1 L | | |
| | | Icatian Infantry | C1 W | Seasinger | U3 U | | |
| | | Icatian Infantry | C1 W | Soul Exchange | U3 B | | |
| | | Icatian Infantry | C1 W | Spirit Shield | U1 Be | | |
| | | Icatian Javelineers | C1 W | Spore Cloud | C1 G | | |



Illus. Melissa Benson



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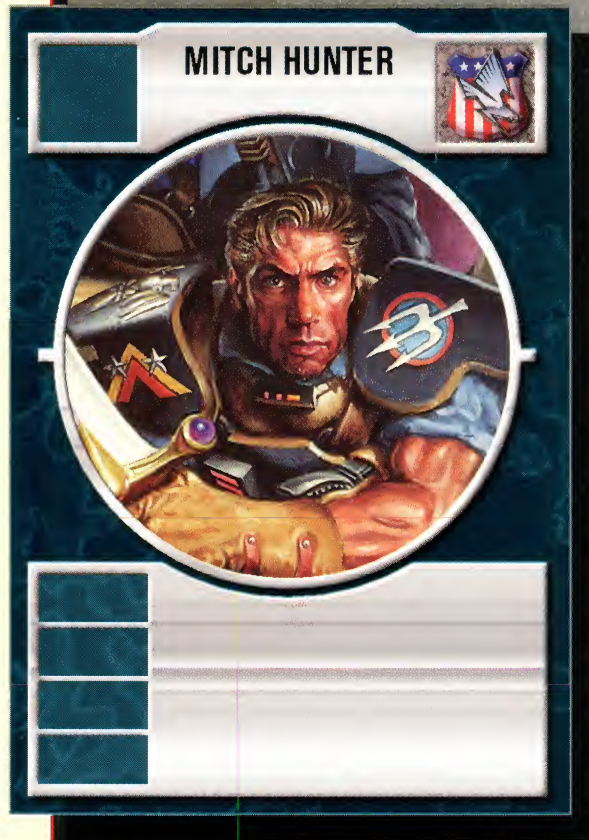
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